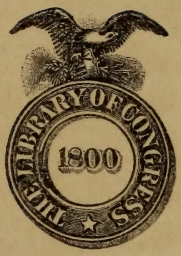

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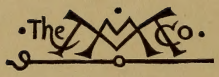

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From the painting by
Fred Morgan

RING A' ROSES

Frontispiece

GAMES

FOR

THE PLAYGROUND, HOME, SCHOOL AND GYMNASIUM

BY

JESSIE H. BANCROFT

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INTRODUCTION

INTRODUCTION

PURPOSE AND PLAN.— This book aims to be a practical guide for the player of games, whether child or adult, and for the teacher or leader of games. A wide variety of conditions have been considered, including schools, playgrounds, gymnasiums, boys' and girls' summer camps, adult house parties and country clubs, settlement work, children's parties, and the environment of indoors or out of doors, city or country, summer or winter, the seashore, the woodland, or the snow. The games have been collected from many countries and sources, with a view to securing novel and interesting as well as thoroughly tried and popular material, ranging from traditional to modern gymnasium and athletic games. An especial effort has been made to secure games for particular conditions. Among these may be mentioned very strenuous games for older boys or men; games for the schoolroom; games for large numbers; new gymnasium games such as Nine Court Basket Ball and Double Corner Ball; games which make use of natural material such as stones, pebbles, shells, trees, flowers, leaves, grasses, holes in the sand or earth, and diagrams drawn on the ground.

The description, classification, and arrangement of the games have been made with the steadfast purpose of putting them into the most workable form, easily understood, with suggestions for getting the most sport and playing value out of them, and with means of ready reference to any class of games for use under any of the conditions mentioned. The series of indexes which accomplish this last-mentioned purpose make it possible to classify the games in many different ways, sparing the reader the necessity for hunting through much unrelated material to find that

suited to his conditions. The index for schools is essentially a graded course of study in games.

The ball games requiring team play have been described according to an analytic scheme not before used for the class of games given in the present volume, which makes it possible to locate at a glance information about the laying out of the ground, the number, assignment, and duties of players, the object of the game, rules and points of play, fouls, and score. The various kinds of balls are described with official specifications. Diagrams for all kinds of games have been supplied unsparingly, wherever it seemed possible to make clearer the understanding of a game by such means, and pictorial illustration has been used where diagrams were inadequate. The music for all singing games is given with full accompaniment. Suggestions for the teaching and conduct of games are given, with directions for floor formations. Means of counting out and choosing sides and players are described, and one section is devoted to forfeits.

Under each of the main divisions chosen — miscellaneous active games, quiet games, singing games, bean-bag games, and ball games — the material has been arranged in alphabetic order to facilitate ready reference, although a general alphabetic index is appended. In short, the book aims to bring together all related material and every available device for making it readily accessible and easily understood.

* * *

SOURCES AND NATURE OF MATERIAL. — The material in this volume, aside from that accumulated through a long experience in the teaching and supervision of games, has been collected through (1) special original research, and (2) bibliographical research. The original research has been made among the foreign population of New York City, where practically the entire world is accessible, and in other sections of the United States.

Original research This has resulted in some entirely new games that the writer has not found elsewhere in print. From among these may be mentioned the Greek Pebble Chase, the Russian Hole Ball, the Scotch Keep Move, the Danish Slipper Slap, and, from our own country, among others,

Chickadee-dee from Long Island, and Hip from New Jersey. Entirely new ways of playing games previously recorded have been found, amounting not merely to a variation but to a wholly new form. Such is the method here given for playing Babylon, a form gathered from two different Scotch sources. Another example is the game of Wolf, for which additional features have been found that add greatly to its playing value, especially the rule whereby the wolf, when discovered by the sheep who are hunting for him, shall take a jump toward the sheep before his chase after them begins; or, should he discover them first, the requirement that they take three steps toward him before the chase begins. Such points add greatly to the sport of a game, and with the spoken formulas that accompany them form a rich find for both student and player.

One may not well refer to the original research without mention of the charm of the task itself. It has been one of the sunniest, happiest lines possible to follow, attended invariably with smiling faces and laughter on the part of old or young, native or foreign, the peasant people or those more sophisticated.

Bibliographical research and results

The bibliographical research has covered a wide field. Heretofore the principal sources in English for the collector of games have been the invaluable and scholarly folklore compilations of Mr. William Wells Newell (*Songs and Games of American Children*) and Mrs. Alice B. Gomme (*Traditional Games* in the *Dictionary of British Folk Lore*). The earlier British collection by Strutt (*Sports and Pastimes of the English People*) has also been a source of great value. In the United States considerable collecting and translating of games have from time to time been done by the physical training magazine, *Mind and Body*. For all modern athletic games an invaluable service has been rendered by Messrs. A. G. Spalding and Brothers in the publication, since 1892, of the *Spalding Athletic Library*, under the direction of Mr. A. G. Spalding and Mr. James E. Sullivan. The author is greatly indebted to all of these sources. In addition, hundreds of volumes have been consulted in many fields including works of travel, reports of missionaries, etc. This has resulted in games from widely scattered sources, including European countries, the Orient, the Arctic regions, and the North

American Indians. While in such a mass of material there are some games that are found in almost all countries, so that one is continually meeting old friends among them, a very considerable harvest of distinctive material has been gathered, eloquent of environment, temperamental, or racial traits. Such, among many others, are the Japanese Crab Race; the Chinese games of Forcing the City Gates, and Letting Out the Doves; the Korean games with flowers and grasses; the North American Indian games of Snow Snake and Rolling Target; and the poetic game of the little Spanish children about the Moon and Stars, played in the boundaries marked by sunshine and shadow.

Standard material

But the object of the book has been by no means to present only novel material. There is an aristocracy of games, classic by all the rights of tradition and popular approval, without which a collection would be as incomplete as would an anthology of English ballads without *Robin Hood*, *Sally in our Alley*, or *Drink to me only with thine Eyes*. These standard games are amply represented, mingled in the true spirit of American democracy with strangers from foreign lands and the new creations of modern athletic practice.

Local color and humor in games

The games, old and new, are full of that intimation of environment which the novelist calls local color, often containing in the name alone a comprehensive suggestiveness as great as that of an Homeric epithet. Thus our familiar Cat and Mouse appears in modern Greece as Lamb and Wolf; and the French version of Spin the Platter is My Lady's Toilet, concerned with laces, jewels, and other ballroom accessories instead of our prosaic numbering of players. These changes that a game takes on in different environments are of the very essence of folklore, and some amusing examples are to be found in our own country. For instance, it is not altogether surprising to find a game that is known under another name in the North called, in Southern States, "Ham-Ham-Chicken-Ham-Bacon!" The author found a good example of folklore-in-the-making in the game usually known as "Run, Sheep, Run!" in which a band of hidden players seek their goal under the guidance of signals shouted by a leader. As gathered in a Minnesota town, these signals consisted of colors, — red, blue, green, etc. This

same game was found in the city environment of New York under the name of Oyster Sale, and the signals had become pickles, tomatoes, and other articles strongly suggestive of a delicatessen store. The butterfly verse for Jumping Rope is obviously another late production of the folklore spirit.

The lover of childish humor will find many delightful examples of it among the games, as where little Jacky Lingo feeds bread and butter to the sheep (Who Goes Round My Stone Wall?); or the Mother, trying the Old Witch's apple pie, discovers that "It tastes exactly like my child Monday!" The tantalizing "nominies" or "dares," as in Fox and Geese, and Wolf, and the ways in which players are trapped into false starts, as in Black Tom, are also highly amusing.

* * *

PRINCIPLES OF SELECTION. — In the selection of material for this work, a marked distinction has been made between games, on the one hand, and, on the other, the unorganized play and constructive activities included in many books of children's games. While the term "play" includes games, so that we "play games," it applies also to informal play activities, such as a child's "playing horse," "playing house," or playing in the sand. In such unorganized play there are no fixed rules, no formal mode of procedure, and generally, no climax to be achieved. The various steps are usually spontaneous, not predetermined, and are subject to individual caprice. In games, on the contrary, as in Blind Man's Buff, Prisoners' Base, or Football, there are prescribed acts subject to rules, generally penalties for defeat or the infringement of rules, and the action proceeds in a regular evolution until it culminates in a given climax, which usually consists in a victory of skill, speed or strength. In a strictly scientific sense, games do not always involve the element of sport or play, being used in many forms among primitive peoples for serious divinatory purposes. It is perhaps needless to say that all of the games in the present collection are for the purpose of sport and recreation.

The four hundred games here published are selected from a

far larger number. No game has been included that has not been considered to have strong playing values, by which term is meant, in addition to other qualities, and above all others, the amount of sport and interest attending it. The points of play that contribute to the success of a game have been secured from experience, and unfamiliar games have been thoroughly tested and the points of play noted for older or younger players, large or small numbers, or other circumstances.

Playing values

Games may be analyzed into certain elements susceptible of classification, such as the elements of formation, shown in the circle form, line form, or opposing groups; other elements are found in modes of contest, as between individuals or groups; tests of strength or skill; methods of capture, as with individual touching or wrestling, or with a missile, as in ball-tag games; or the elements of concealment, or chance, or guessing, or many others. These various elements are like the notes of the scale in music, susceptible of combinations that seem illimitable in variety. Thus in the Greek Pebble Chase, the two elements that enter into the game — that of (1) detecting or guessing who holds a concealed article, and (2) a chase — are neither of them uncommon elements, but in this combination make a game that differs in playing value from any familiar game, and one affording new and genuine interest, as evidenced by the pleasure of children in playing it. Indeed, the interest and sport were fully as great with a group of adult Greek men who first demonstrated this game for the author. This element of guessing which player holds a concealed article is found again in a different combination in the Scotch game of Smuggling the Geg, where it is used with opposing groups and followed by hiding and seeking. This combination makes a wholly different game of it, and one of equal or even superior playing value to the Pebble Chase, though suited to different conditions.

Elements of games

Because of this wonderful variety in combinations, leading to entirely different playing values, the author has found it impossible to agree with some other students of games, that it is practicable to select a few games that contain all of the typical elements of interest. Such limitation seems no more possible than in painting, poetry, music, or any other field of spontaneous imitative or

creative expression. There will doubtless always be some games that will have large popular following, playing on the "psychology of the crowd," as well as on that of the players. Thus we have the spectacle of so-called national games, Baseball and Football in America, Handball in Ireland, Pelota in Spain, and so on; but natural expression through games has always been and probably always will be infinitely varied, and should be if the psychology of the subject is to be taken as a guide.

In the arrangement of material there has many times been a strong temptation to classify the games by their historic, geographic, psychologic, or educational interests; by the playing elements contained in them; or by several other possible methods which are of interest chiefly to the academic student; but these have each in turn been discarded in favor of the original intention of making the book preëminently a useful working manual for the player or leader of games.

The same games are found not only in many different countries and localities, but under different names and with many variations in the form of playing them. This has necessitated a method of analytical study which has been followed with all of the games. A card catalogue has been made of them, and in connection with each game notation has been made of the various names under which it has been found, and details of the differences in the mode or rules of play. The choice of rules or directions has been determined chiefly by the playing values previously alluded to, those directions having been selected which experience has shown to make the most interesting game. Sometimes these differences are so great as to amount to a different game, or one suited to different ages of players. In a few instances, as with Prisoners' Base, Captain Ball, Zigzag Ball, etc., it has seemed best to present several typical forms of the same game with an analytic statement of the differences, leaving the leader to select the form best adapted to his conditions. At no time, however, has there been any attempt to present all games or all forms of any one game. That would be merely to make a compendium of all possible material. A purposeful selection has been made throughout.

Varying modes of play

The choice of names could not well be made on any one prin-

ciple. Wherever feasible, the name that has seemed to have the widest vogue has been adopted. In other instances it has appeared best to make a different selection to avoid too great similarity in names. Some games, especially those from foreign sources, came without names and have had to be christened. In the case of several modern adaptations of old games, a name bestowed by some previous worker has been continued, if especially descriptive or appropriate.

No distinction has been made in general between games for boys and girls. The modern tendency of gymnasium and athletic practice is away from such distinctions, and is concerned more with the time limits or other conditions for playing a game than with the game itself. This is a question that varies so much with the previous training and condition of players on the one hand, and on personal opinion or prejudice on the other, that it has been thought best to leave it for decision in each individual case.

Games for boys and girls

* * *

THE USES OF GAMES. — The use of games for both children and adults has a deep significance for the individual and the community through the conservation of physical, mental, and moral vitality.

Games have a positive educational influence that no one can appreciate who has not observed their effects. Children who are slow, dull, and lethargic; who observe but little of what goes on around them; who react slowly to external stimuli; who are, in short, slow to see, to hear, to observe, to think, and to do, may be completely transformed in these ways by the playing of games. The sense perceptions are quickened: a player comes to see more quickly that the ball is coming toward him; that he is in danger of being tagged; that it is his turn; he hears the footstep behind him, or his name or number called; he feels the touch on the shoulder; or in innumerable other ways is aroused to quick and direct recognition of, and response to, things that go on around him. The clumsy, awkward body becomes agile and expert: the child who tumbles down to-day will

Sense perceptions

not tumble down next week; he runs more fleetly, dodges with more agility, plays more expertly in every way, showing thereby a neuro-muscular development.

The social development through games is fully as important and as pronounced. Many children, whether because of lonely conditions at home, or through some personal peculiarity, do not possess the power readily and pleasantly to coöperate with others. Many of their elders lack this facility also, and there is scarcely anything that can place one at a greater disadvantage in business or society, or in any of the relations of life. The author has known case after case of peculiar, unsocial, even disliked children, who have come into a new power of coöperation and have become popular with their playmates through the influence of games. The timid, shrinking child learns to take his turn with others; the bold, selfish child learns that he may not monopolize opportunities; the unappreciated child gains self-respect and the respect of others through some particular skill that makes him a desired partner or a respected opponent. He learns to take defeat without discouragement and to win without undue elation. In these and in many other ways are the dormant powers for social coöperation developed, reaching the highest point at last in the team games where self is subordinated to the interests of the team, and coöperation is the very life of the game.

Social development

Most important of all, however, in the training that comes through games, is the development of will. The volitional aspect of the will and its power of endurance are plainly seen to grow in power of initiative; in courage to give "dares" and to take risks; in determination to capture an opponent, to make a goal, or to win the game. But probably the most valuable training of all is that of inhibition — that power for restraint and self-control which is the highest aspect of the will and the latest to develop. The little child entering the primary school has very little of this power of inhibition. To see a thing he would like is to try to get it; to want to do a thing is to do it; he acts impulsively; he does not possess the power to restrain movement and to deliberate. A large part of the difficulty of the training of children at home and at school lies in the fact

Will training

that this power of the will for restraint and self-control is undeveloped. So-called "willfulness" is a will in which the volitional power has not yet been balanced with this inhibitive power. One realizes in this way the force of Matthew Arnold's definition of character as "a completely fashioned will."

There is no agency that can so effectively and naturally develop power of inhibition as games. In those of very little children there are very few, if any, restrictions; but as players grow older, more and more rules and regulations appear, requiring greater and greater self-control — such as not playing out of one's turn; not starting over the line in a race until the proper signal; aiming deliberately with the ball instead of throwing wildly or at haphazard; until again, at the adolescent age, the highly organized team games and contests are reached, with their prescribed modes of play and elaborate restrictions and fouls. There could not be in the experience of either boy or girl a more live opportunity than in these advanced games for acquiring the power of inhibitory control, or a more real experience in which to exercise it. To be able, in the emotional excitement of an intense game or a close contest, to observe rules and regulations; to choose under such circumstances between fair or unfair means and to act on the choice, is to have more than a mere knowledge of right and wrong. It is to have the trained power and habit of acting on such knowledge, — a power and habit that mean immeasurably for character. It is for the need of such balanced power that contests in the business world reach the point of winning at any cost, by fair means or foul. It is for the need of such trained and balanced power of will that our highways of finance are strewn with the wrecks of able men. If the love of fair play, a sense of true moral values, and above all, the power and habit of will to act on these can be developed in our boys and girls, it will mean immeasurably for the uplift of the community.

The natural interests of a normal child lead him to care for different types of games at different periods of his development.

Evolution of play interests

In other words, his own powers, in their natural evolution, seek instinctively the elements in play that will contribute to their own growth. When games are studied from this viewpoint of the child's interests, they are found to

fall into groups having pronounced characteristics at different age periods.

Thus, the little child of six years enjoys particularly games in which there is much repetition, as in most of the singing games; games involving impersonation, appealing to his imagination and dramatic sense, as where he becomes a mouse, a fox, a sheepfold, a farmer, etc.; or games of simple chase (one chaser for one runner) as distinguished from the group-chasing of a few years later. His games are of short duration, reaching their climax quickly and making but slight demand on powers of attention and physical endurance; they require but little skill and have very few, if any, rules, besides the mere question of "taking turns." In short, they are the games suited to undeveloped powers in almost every particular but that of imagination.

Games for various ages

Two or three years later these games are apt to seem "babyish" to a child and to lose interest for him. His games then work through a longer evolution before reaching their climax, as where an entire group of players instead of one has to be caught before the game is won, as in Red Lion, Pom Pom Pull-away, etc. He can watch more points of interest at once than formerly, and choose between several different possible modes of play, as in Prisoners' Base. He gives "dares," runs risks of being caught, and exercises his courage in many ways. He uses individual initiative instead of merely playing in his turn. This is the age of "nominies," in which the individual player hurls defiance at his opponents with set formulas, usually in rhyme. Players at this time band together in many of their games in opposing groups, "choosing sides" — the first simple beginning of team play. Neuro-muscular skill increases, as shown in ball play and in agile dodging. Endurance for running is greater.

When a child is about eleven or twelve years of age, some of these characteristics decline and others equally pronounced take their place. "Nominies" disappear and games of simple chase (tag games) decline in interest. Races and other competitive forms of running become more strenuous, indicating a laudable instinct to increase thereby the muscular power of the heart, at a time when its growth is much greater proportionately than that of the arteries,

and the blood pressure is consequently greater. A very marked feature from now on is the closer organization of groups into what is called team play. Team play bears to the simpler group play which precedes it an analogous relation in some respects to that between modern and primitive warfare. In primitive warfare the action of the participants was homogeneous; that is, each combatant performed the same kind of service as did every other combatant and largely on individual initiative. The "clash of battle and the clang of arms" meant an individual contest for every man engaged. In contrast to this there is, in modern warfare, a distribution of functions, some combatants performing one kind of duty and others another, all working together to the common end. In the higher team organizations of Basket Ball, Baseball, Football, there is such a distribution of functions, some players being forwards, some throwers, some guards, etc., though these parts are often taken in rotation by the different players. The strongest characteristic of team play is the coöperation whereby, for instance, a ball is passed to the best thrower, or the player having the most advantageous position for making a goal. A player who would gain glory for himself by making a sensational play at the risk of losing for his team does not possess the team spirit. The traits of character required and cultivated by good team work are invaluable in business and social life. They are among the best possible traits of character. This class of games makes maximal demands upon perceptive powers and ability to react quickly and accurately upon rapidly shifting conditions, requiring quick reasoning and judgment. Organization play of this sort begins to acquire a decided interest at about eleven or twelve years of age, reaches a strong development in the high schools, and continues through college and adult life.

Relation between development and play

Such are the main characteristics of the games which interest a child and aid his development at different periods. They are all based upon a natural evolution of physical and psychological powers that can be only hinted at in so brief a sketch. Any one charged with the education or training of a child should know the results of modern study in these particulars.

The fullest and most practical correlation of our knowledge of

the child's evolution to the particular subject of play that has yet been presented is that of Mr. George E. Johnson, Superintendent of Playgrounds in Pittsburgh, and formerly Superintendent of Schools in Andover, Mass., in *Education by Plays and Games*. The wonderful studies in the psychology of play by Karl Groos (*The Play of Animals* and *The Play of Man*), and the chapter by Professor William James on *Instinct*, show how play activities are expressions of great basic instincts that are among the strongest threads in the warp and woof of character — instincts that should have opportunity to grow and strengthen by exercise, as in play and games. We have come to realize that play, in games and other forms, is nature's own way of developing and training power. As Groos impressively says, "We do not play because we are young; we have a period of youth so that we may play."

The entire psychology of play bears directly on the subject of games. Indeed, although the study of games in their various aspects is of comparatively recent date, the bibliography bearing on the subject, historic, scientific, psychologic, and educational, is enormous and demands a distinct scholarship of its own.

It is highly desirable that a teacher should know the significance of certain manifestations in a child's play interests. If they should not appear in due time, they should be encouraged, just as attention is given to the hygiene of a child who is under weight for his age. But it should not be inferred that any hard and fast age limits may be set for the use of different plays and games. To assign such limits would be a wholly artificial procedure, and yet is one toward which there is sometimes too strong a tendency. A certain game cannot be prescribed for a certain age as one would diagnose and prescribe for a malady. Nothing in the life of either child or adult is more elastic than his play interests. Play would not be play were this otherwise. The caprice of mood and circumstance is of the very soul of play in any of its forms.

Age classification

The experience of the writer has been chiefly away from dogmatic limitations in the use of games. Very young players and adults alike may find the greatest pleasure and interest in the same game. Previous training or experience, conditions of fatigue, the circumstances of the moment, and many other considerations

determine the suitableness of games. To illustrate, the author has known the game of Three Deep, which is one of the best gymnasium games for men, to be played with great interest and ability by a class of six-year-old boys; and the same game stupidly and uninterestedly bungled over by a class of much older boys who had not had previous training in games and were not alert and resourceful. Similarly, the comparatively simple game of Bombardment may be interesting and refreshing for a class of tired business men, while high-school pupils coming to care largely for team play may prefer Battle Ball, a more closely organized game of the same type. In general, boys and girls dislike the mode of play they have just outgrown, but the adult often comes again to find the greatest pleasure in the simpler forms, and this without reaching second childhood.

Graded course of study on games

The index of games for elementary and high schools contained in this volume constitutes a graded course based on experimental study of children's interests. This grading of the games for schools is made, not with the slightest belief or intention that the use of a game should be confined to any particular grade or age of pupils, but largely, among other considerations, because it has been found advantageous in a school course to have new material in reserve as pupils progress. The games have usually been listed for the earliest grade in which they have been found, on the average, of sufficient interest to be well played, with the intention that they be used thereafter in any grade where they prove interesting. This school index by grades, which includes most of the games, will be found a general guide for the age at which a given game is suitable under any circumstances.

Relation of games to school life

The relation of games to a school programme is many-sided. To sit for a day in a class room observing indications of physical and mental strain and fatigue is to be convinced beyond question that the schoolroom work and conditions induce a tremendous nervous strain, not only through prolonged concentration on academic subjects, but through the abnormal repression of movement and social intercourse that becomes necessary for the maintenance of discipline and proper conditions of study. As a session advances, there is needed a

steady increase in the admonitions that restrain neuro-muscular activity as shown in the unnecessary handling of books and pencils and general restlessness; also restraint of a desire to use the voice and communicate in a natural outlet of the social instinct. One is equally impressed with the prolonged continuance of bad postures, in which the chest is narrowed and depressed, the back and shoulders rounded forward, and the lungs, heart, and digestive organs crowded upon one another in a way that impedes their proper functioning and induces passive congestion. In short, the nervous strain for both pupil and teacher, the need for vigorous stimulation of respiration and circulation, for an outlet for the repressed social and emotional nature, for the correction of posture, and for a change from abstract academic interests, are all largely indicated. Nothing can correct the posture but formal gymnastic work selected and taught for that purpose; but the other conditions may be largely and quickly relieved through the use of games. Even five minutes in the class room will do this, — five minutes of lively competition, of laughter, and of absorbing involuntary interest. The more physical activity there is in this the better, and fifteen minutes of even freer activity in the fresh air of the playground is more than fifteen times better.

The typical school recess is a sad apology for such complete refreshment of body and mind. A few pupils take the center of the field of play, while the large majority, most of whom are in greater need of the exercise, stand or walk slowly around the edges, talking over the teacher and the lesson. An organized recess, by which is meant a programme whereby only enough classes go to the playground at one time to give opportunity for all of the pupils to run and play at once, does away with these objections, if some little guidance or leadership be given the children for lively games. The best discipline the writer has ever seen, in either class room or playground, has been where games are used, the privilege of play being the strongest possible incentive to instant obedience before and after. Besides, with such a natural outlet for repressed instincts, their ebullition at the wrong time is not so apt to occur. Many principals object to recesses because of the moral contamination for which those periods are often responsible. The author has had repeated and convincing testimony of the efficacy of games

to do away with this objection. The game becomes the one absorbing interest of recess, and everything else gives way before it. Dr. Kratz, Superintendent of Schools in Sioux City, Iowa, was one of the first school superintendents in the country to go on record for this benefit from games, and much fuller experience has accumulated since.

Sociological and economic significance of games

The growth of large cities has been so comparatively recent that we are only beginning to realize the limitations they put upon normal life in many ways and the need for special effort to counterbalance these limitations. The lack of opportunity for natural play for children and young people is one of the saddest and most harmful in its effects upon growth of body and character. The number of children who have only the crowded city streets to play in is enormous, and any one visiting the public schools in the early fall days may readily detect by the white faces those who have had no other opportunity to benefit by the summer's fresh air and sunshine. The movement to provide public playgrounds for children and more park space for all classes in our cities is one connected vitally with the health, strength, and endurance of the population. The crusade against tuberculosis has no stronger ally. Indeed, vital resistance to disease in any form must be increased by such opportunities for fresh air, sunshine, and exercise. This whole question of the building up of a strong physique is an economic one, bearing directly on the industrial power of the individual, and upon community expenditures for hospitals and other institutions for the care of the dependent and disabled classes.

The crippling of moral power is found to be fully as much involved with these conditions as is the weakening of physical power. Police departments have repeatedly reported that the opening of playgrounds has resulted in decrease of the number of arrests and cases of juvenile crime in their vicinity; also decrease of adult disturbances resulting from misdeeds of the children. They afford a natural and normal outlet for energies that otherwise go astray in destruction of property, altercations, and depredations of many sorts, so that the cost of a playground is largely offset by the decreased cost for detection and prosecution of crime, reformatories, and related agencies.

It would be a mistake to think that the children of the poor are the only ones who need the physical and moral benefit of normal childish play. One is forced to the conclusion that many children of the rich are even more to be pitied, for the shackles of conventionality enslave them from the outset. Many are *blasé* with opera and picture exhibits — typical forms of pleasure for the adult of advanced culture — without ever having had the free laughter and frolic of childhood. That part of the growing-up process most essential for character is literally expunged from life for them. One need spend but an hour in a city park to see that many children are restrained from the slightest running or frolic because it would soil their clothes or be otherwise "undesirable." The author recalls a private school for girls in which laughter was checked at recess because it was "unladylike."

Children of the rich

In contrast to this barbarous repression are some delightful instances of provision for normal childish play and exercise for such children. In one of our large Eastern cities a teacher was employed for several seasons to play games with a group of children on a suburban lawn to which all repaired twice a week. This was genuine play, full of exercise and sport and laughter. In another Eastern city a teacher was similarly employed for many seasons to coach a Basket Ball team in the small rear area of the typical city residence. Teachers of physical training and others are doing much to organize this sort of exercise, including tramping clubs and teams for cross-country runs, and the encouragement of Tether Ball and other games suited to limited conditions.

Teachers of games

As a nation we are slow to learn the value of recreation. We go to the extremes of using it either not at all or so excessively as to exhaust nervous energy to the point where "the day we most need a holiday is the day after a holiday." This may be different when we learn more fully that the recuperative power of short intervals of complete relaxation has a genuine investment value. The increased output of energy afterward, the happier spirits, prolonged endurance, clearer thinking, and the greater ease and pleasure with which work is done, more than compensate for the time required. It has

Investment-value of recreation

been stated that one large manufacturing concern has found it greatly to its advantage to give a daily recess period to its employees at its own expense, the loss of working time being compensated in the quality of the output following, which shows, for instance, in the fewer mistakes that have to be rectified. The welfare work of our large stores and factories should provide opportunity, facilities, and leadership for recreative periods of this character.

Brain workers

For the brain worker such benefit from periods of relaxation is even more apparent. Our strenuous and complicated civilization makes more and more necessary the fostering of means for complete change of thought. When this can be coupled with invigorating physical exercise, as in active games, it is doubly beneficial; but whether games be active or quiet, the type of recreation found in them for both child and adult is of especial value. It affords an emotional stimulus and outlet, an opportunity for social coöperation, an involuntary absorption of attention, and generally an occasion for hearty laughter, that few other forms of recreation supply.

The list in this volume of games for house parties and country clubs is given with the hope of making games more available for adults, though with the knowledge that guests on such occasions take in a wide range of ages, and many games for young people are included. These are equally appropriate for the home circle. In addition, the so-called gymnasium games offer some of the finest recreative exercise.

Play of adults with children

The author would like to make a special plea for the playing together of adults and children. The pleasure to the child on such occasions is small compared to the pleasure and benefit that may be derived by the grown-up. To hold, in this way, to that youth of spirit which appreciates and enters into the clear-eyed sport and frolic of the child, is to have a means of renewal for the physical, mental, and moral nature. In a large city in the Middle West there is a club formed for the express purpose of giving the parents who are members an opportunity to enjoy their children in this way. The club meets one evening a week. It is composed of a few professional and business men and their wives and children. It meets

at the various homes, the hostess being responsible for the programme, which consists of musical or other numbers (rendered partly by the children and partly by the adults), of occasional dancing, and of games, some of which must always call for the mutual participation of the children and their elders. A more beautiful idea for a club could scarcely be devised. It is also a tragic fact that, lacking such an occasion, many parents have little opportunity to enjoy their children, or, alas! even to know them.

Another illustration may indicate even more strongly the benefits from such social gatherings of adults and children. In a small town where the young boys and girls spent more evenings than seemed wise in places of public amusement, a teacher of physical training not long ago opened a class for them expressly to meet this situation. The programme included games, dancing, and formal exercise, and a special effort was made to teach things of this sort that might be used for gatherings at home. The class fulfilled its object so well that the parents themselves became interested, began to attend the sessions and participate in the games, until they were an integral part of all that went on, — a wholesome and delightful association for all concerned, and one that practically ended the tendencies it was designed to overcome.

Games in country life

Mr. Myron T. Scudder, in his practical and stimulating pamphlet on games for country children (*Country Play; A Field Day and Play Picnic for Country Children.* Pub. by *Charities*, N. Y.), points out a very real factor in the failure of American country life to hold its young people when he cites the lack of stimulation, organization, and guidance for the play activities of the young. It is a mistaken idea that country children and youths have through the spaciousness of environment alone all that they need of play. Organization and guidance are often needed more than for the city children whose instincts for social combination are more acute.

* * *

ORIGINS. — One may not close even a brief sketch of games and their uses without reference to the topic of origins. This has been studied chiefly from two different viewpoints, that of ethnology, in which the work of Mr. Stewart Culin is preëminent, and

that of folklore, in which in English Mrs. Gomme and Mr. Newell have done the most extensive work. Both of these modes of study lead to the conclusion that the great mass of games originated in the childhood of the race as serious religious or divinitory rites. Indeed, many are so used among primitive peoples to-day. Very few games are of modern invention, though the development of many to the high point of organization and skill in which we know them is very recent. Basket Ball was a deliberate invention, by Dr. James Naismith, then of Springfield, Mass., in 1892; Base Ball and Tennis, as we know them, were developed during the last half century from earlier and simpler forms; Indoor Base Ball was devised by Mr. George W. Hancock, of Chicago, in 1887; Battle Ball and Curtain Ball, both popular gymnasium games, were devised by Dr. Dudley Allen Sargent, of Harvard University.

In ethnology the study of the origin and distribution of games "furnishes," says Mr. Culin, "the most perfect existing evidence of the underlying foundation of mythic concepts upon which so much of the fabric of our culture is built." The most scientific work on the entire subject of games lies in this direction. As revealed by board and other implement games the element of sport does not originally inhere in a game, the procedure being a rite of magic or religion, pursued mainly as a means of divination. In Mr. Culin's opinion, "the plays of children must be regarded apart from games, being dramatic and imitative, although copying games as they [the children] copy other affairs of life, and thus often preserving remains of ceremonials of remote antiquity."

From the folklore viewpoint Mrs. Gomme and Mr. Newell have brought to bear on games a wealth of knowledge of old customs and beliefs, discerning thereby a significance that might otherwise pass unnoticed and unappreciated. Thus we have the recognition of old well-worship rites in the little singing game "Draw a Bucket of Water"; of ancient house ritual in some of the dramatic games; in others the propitiation of deities that preside over the fertility of the fields; survivals of border warfare; of old courtship and marriage observances, and many other rites and customs. Sometimes this recognition is merely one of analogy or association, leading to a surmise of the origin of a game; sometimes it is supported by old records and drawings,

or references found in early literature. While often not so exact as the strictly scientific method, this folklore study throws a flood of light on the heritage of games that passes from child to child, giving to the subject added dignity and worth. One comes to appreciate that the childhood bereft of this heritage has lost a pleasure that is its natural right, as it would if brought up in ignorance of Jack the Giant Killer, Beauty and the Beast, or Robinson Crusoe.

The class of games studied by the folklorists mentioned includes mainly those of active and dramatic character as distinguished from the board and implement games. Mrs. Gomme sees in their form, method of playing, the dialogue often included, and the fact of their continuance from generation to generation, an expression of the dramatic instinct, and considers them a valuable adjunct in the study of the beginnings of the drama. The student of games must find of great interest Mrs. Gomme's classification by formation, the line form being considered to represent, or to have grown out of, a contest between people from different countries or localities; the circle formation a representation of customs prevailing in one village, town, or tribe, and so on, with the arch form or tug of war, the winding-up games (as in Snail), etc.

Viewed in this light of their origin, games are especially fascinating. They take one back to the atmosphere that pervades romance: to quaint chronicles of kings and courtiers setting forth in brilliant train for some game that is the heritage of the child of to-day; to ladies-in-waiting on the Queen playing Babylon; to shepherds congregating on the moors, or early village communities dividing, over some forerunner of our college Football; to village lads and lasses dodging through the cornstalks with Barley Break, or milkmaids playing Stool Ball with their stools. For while it is rightly said that the serious occupations of adults at one period become the games of children at another, the statement omits an intermediate fact that strongly impresses the student of games: namely, that these activities, which at first were serious rites have been used for sport by adults themselves before being handed down to children; as though the grown folk should masquerade for a time in their outworn garments before passing them on to following generations. Considering the varied interests that find expression in

these games, one is further impressed with the fact that humanity passes thus in review its entire range of experience, transmuting into material for sport the circumstances of love and hatred, sorrow and rejoicing, fear and veneration. Nothing is too exalted or humble, too solemn or fearsome, to be the subject of these frolic events. Nature in all her panoply is here in dramatized form or reference — earth, stone, fire, and water; verdure and the kingdom of living things from beast to man; the seasons and the planets. Industry, love and war, fiends and deities, death itself and the hereafter, all pass in review, for one who sees the hidden significance, like a panorama of existence, as they passed, a plaything and a jest, before the gods of Olympus. It would seem as though humanity, viewing in long perspective its own experiences, had found them all at last fit subjects for

"The smiles that beget no cruelty."

* * *

One dares to hope that this little craft, bearing as it does such a freight of gladness, may leave behind a wake of cheer, and laughter, and happiness.

Jessie H. Bancroft.

March, 1909.

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TO THE TEACHER OF GAMES

THE following suggestions are made with a view to the use of games under any circumstances, though many of them apply especially to large numbers of players under the guidance of a teacher or leader, as in playgrounds and schools.

The leader or teacher of a playground should approach his or her work largely in the spirit of the host or hostess whose duty it is to see that each individual guest is happy and has opportunity to share all of the pleasures of the occasion. But much more than this is involved in the relation of teacher and pupil. The teacher of games, or leader of children's play, needs, like all teachers, to have a sympathetic personal understanding of the players; a quick insight into character and motive; a knowledge of what to look for in the child's development at different periods, as indicated in the Introduction; and to be, in short, guide, philosopher, and friend.

The teacher should never hesitate, from questions of personal dignity, to participate in the play of children. Nothing can more quickly gain the respect and affection of a child than such participation. Every adult can doubtless recall the extreme pleasure experienced in childhood when some grown person entered into the childish play. In schools, where there is necessarily so much of formal discipline and dealing with large numbers *en masse*, one of the most valuable effects of games is to produce a more natural and sympathetic relationship between teacher and pupil, and a fuller appreciation on the part of the teacher of child nature. This effect from the use of games has been noted by scores of teachers, even those who were at first opposed to such use.

Every teacher will have his or her individual methods for teaching, discipline, and management of games. The following general suggestions, however, are the result of experience, and may be of assistance to the novice, at least.

The best method of teaching a game is to make a full explanation of it before the pupils take their places to play. If this be in a schoolroom, illustrative diagrams may often be drawn on the blackboard, and it is sometimes helpful, there or elsewhere, to have a few pupils go slowly (not running) through the general form of the game, to illustrate it to the others. In a playground the same method may be used by having the players sit, if that be feasible, or by halting them in a march or after gymnastic exercises, to listen to the explanation. Never try to teach and play a game at the same time. The only exception to this rule should be where there is a large and disorderly crowd with which to deal. Then it may occasionally be best to start a game to gain interest and attention, and then halt for further explanation.

How to teach a game

It often becomes necessary for the sake of discipline and unity to unite all of the players in a playground in one game. Comparatively few games, however, are successful when played by very large numbers. A special index has been prepared of such games, however, and will be found at the end of the present volume. Classes may often be brought into order and attention in a playground by the simple device of marching, the march to end in one game for all of the players, or several games in groups.

Class and group games

An indication that too many players are taking part in a game is almost invariably to be found in a lack of interest on the part of the players, arising usually from the infrequency with which each player gets an opportunity to participate. The ultimate test of any game, however, from the recreative standpoint must be one of interest, and this is often found among players who are not participating in the action if competition be close. A teacher should watch closely for waning interest, and may often save the situation by dividing the players into two or more groups. Many games that are commonly listed for as many as sixty players are given in the present index as useful for "thirty or more." By this is meant that the best playing values of the game are lost when played by more than thirty, although it is possible to use the game with a larger number. Very frequently even these games are far better played by smaller groups.

A resourceful teacher will find many ways of adapting games to large numbers. Among such devices may be mentioned (1) increasing the number of runners and chasers; for instance, in the game of Cat and Rat, there may be several cats and several rats; (2) in the circle games of simple character, especially the singing games, the circle may be duplicated, thus having two concentric circles, one within the other; (3) in many ball games it will be found possible to put more than one ball in play, as in Bombardment or Circle Club Bowls. Such suggestions as this are often made in the present volume in connection with the description of the games.

Group play, by which is meant the division of a large number of players into smaller squads or groups, is undoubtedly the best method for getting the best sport and the greatest playing values out of most games. Such a division of players is not always an easy matter to inaugurate, untrained players being inclined to follow the teacher from point to point in the playground. This may be obviated by appointing group leaders, each of whom should understand the game to be played and be appointed to take charge of it. Older children, and almost invariably the children who are disorderly or inclined to disturb the general harmony and discipline of the playground, are the best ones to charge with such responsibility. This method serves the double purpose of quelling their disorderly propensities by occupying them in a position of responsibility, and takes care of a group of players at the same time. When the group method is used in schools, it is advisable to appoint the leaders of the groups, or allow the children to elect them, before leaving the class room for the playground.

Choice of games

The choice of games to be played should be left to a vote or suggestion of the players. The teacher's function in this regard is to suggest, not to dictate. In schools this choice may generally best be made in the class room, before a class goes to the playground.

A teacher should be ready with suggestions for new games or occupation of some sort when interest wanes in a game that is being played; but a new game should not be suggested until there is evidence that players are tired of the old one. Do not make the mistake of thinking that children want to play games incessantly during a half-day session of a playground. Children like quiet

pursuits occasionally as well as do adults, and it is well to alternate games with such quiet periods and also with marching, gymnastics, folk dancing, or periods of free activity. So-called quiet games will be found useful under such circumstances.

Each playground leader or teacher should be provided with a whistle. This saves a great deal of strain on the voice, and should be understood from the outset to command instant quiet, all play to be suspended when it is heard. The most joyous play goes always with the best discipline. Both children and adult players like strength and decision in a teacher or leader. Indeed, they instinctively place themselves under the leadership of the decided and dominant characters among themselves. It has been the experience of the author that discipline in schools is greatly helped by the playing of games, partly because the privilege of play or its loss is one of the strongest incentives to order at other times, but also because of the happy outlet afforded for normal tendencies and the disciplinary training of the games themselves.

Discipline

Get the playing values out of games. By this is meant, see that every child gets as much opportunity as possible for participation in the actual physical exercise of the game and in all the phases of play that make him a successful, alert, resourceful player. The result of this and the test of it will be the amount of interest and sport in the games. *Do not make the games too serious. Get laughter and frolic out of them.*

Playing values

Encourage timid pupils to give dares and to take risks. No class of players needs more sympathetic or tactful understanding and help from a teacher than the timid. Such children often suffer greatly through their shyness. They should first be brought into play in some form of game that does not make them conspicuous; one, for instance, in which they do what all the other players do, or merely take turns. Such children should be encouraged by praise of their successful efforts, and especial care should be taken not to call attention to their failures.

See that the selfish or most capable children do not have the lion's share of the play; the opportunities should be equally distributed. It is often necessary for a teacher to distinguish between self-assertiveness, which is a natural phase of the development of

the sense of individuality, or selfishness and "bullying," which are exaggerated forms of the same tendency. Both may need repression and guidance, but only the latter are reprehensible.

Encourage each pupil to be alert to see when it is his turn and to be quick in play. Every game should be a sense-training game, developing power for quick perception of external stimuli and quick and expert reaction to such stimuli.

In chasing games, encourage interesting chases, the runner to take unexpected turns and dodges, making capture difficult. The shortest distance between two points for a chase often makes a dull game, devoid of sport.

Young players will need to be helped to use reason and judgment in games, as to when to run risks of capture, how to attack the opponent's weakest point, etc.

Do not treat children as though they were made of glass and fear to see them tumble down. Every child, boy or girl, ought to be able to bear a few falls, knocks, and bruises. This is nature's way of training a child to be more observant or agile. Besides, physical hardihood is one of the best possible results from the playing of games. Do not coddle a child who has received an injury. Cultivate a stoic spirit. If it be a slight injury, have the child go on with his play and he will soon forget it. If it require treatment of any sort, take the player at once away from the playground or vicinity of the other players and apply first-aid remedies until medical assistance can be obtained.

Team play

Team play is one of the highest forms of play. The teacher should look for the beginning of the tendency toward it as shown in a fondness for the play of opposing groups, manifest from ten to twelve years of age. This tendency should be encouraged and developed into more closely organized types of team games. The greatest value of team play lies in the coöperation of the players, all working together for a common end, a player's thought and effort being to do what is best for his team rather than to use his skill for individual glory.

The number and difficulty of rules and regulations governing a game go through a steady increase as children grow older. The games for very little children have practically no rules except the following of turns in rotation. Later come such games as those

in which a player's turn comes only on a given signal, and it is a foul to start before this signal, as in relay races. Many other types of rules appear as the games progress. These reach their culmination in ball games where, amid the excitement of a game, a player must exercise heedfulness and restraint in the method of playing upon a ball, the range of movement allowed from a given base, and many other points.

Enforcement of rules

A teacher should understand clearly that the inhibitive power of the will necessary for the observation of rules is a slow and late development, and that its training by means of rules is one of the most important educational features in the use of games. (See Introduction.) Players should therefore not be expected to take part in a game that is much beyond their power in this regard. A teacher should not announce a rule unless sure that it is reasonable to expect the players to observe it. Having announced a rule, however, enforce it to the full extent. To condone the infringement of a rule is equivalent to a lie in its injury to the moral nature of a player. It is a weak-willed teacher who does not enforce rules. Players will respect far more a strict disciplinarian than a weak one. Every player who infringes a rule should suffer the full penalty therefor. Only by such means can there be trained the strength of will to avoid such infringement in the future, for it should be repeated that such infringements are not always the result of intentional cheating. They indicate very often an undeveloped power of will, and the teacher should be able to discriminate between the sneaking cowardice that would win unfairly and mere lack of power. Both causes, however, should lead to the same result of suffering the full penalty for any infringement of rules.

Teach players to play to win — with all their might. But with this cultivate a sense of honor. Have them realize that any victory not earned strictly by their own merits or those of their team is a disgrace rather than a cause for congratulation. No better opportunity can ever be found for inculcating the knowledge that to be trusted is far greater than to be praised. A player should scorn rewards not based on merit, and should be led to feel that a defeat resulting from an honest trial of strength is an honorable defeat; that the real issue is as much concerned with the amount of effort put forth as with the compara-

Honor

tive results of it measured with some other player. A defeated player should be led to recognize and do honor to the prowess of his adversary, and so to congratulate him honestly. A sense of superior power should never degenerate into gloating over a defeated adversary or into contempt for his weaker ability. Many thrilling examples of honest mutual admiration between victor and vanquished may be gleaned from the history of warfare, as when Grant handed back the sword of surrender to Lee.

In athletic games players should learn that to question or dispute the decision of judges or other officials presiding over games is thoroughly unsportsmanlike and a species of dishonor. Having once placed themselves under officials, decisions must be accepted without cavil at the time. The natural desire to learn how a decision was reached in an athletic event must be held in check until the judges have opportunity to announce fouls or other features of scoring that determine the result. It should always be borne in mind, by both players and coaches, that the officials, who are each concentrating on some one feature of the play, know what happens far more accurately than the general observer. It is also thoroughly unsportsmanlike, and counts as a foul, disqualifying a player, if he receive directions or coaching of any sort from an instructor during a game.

FLOOR FORMATION. — The terms "formation" and "floor formation" are commonly used to designate the placing of players in the playground and gymnasium in the lines, circles, groups, or opposing sides, necessary for the starting of a game. To accomplish this disposition of the players quickly and without confusion requires a clear knowledge of methods on the part of the teacher. Some methods are here offered, but before giving them in detail a word should be said of the differing psychological effects of the various formations.

The circle or ring formation has a pronounced tendency toward a spirit of unity among players. Each player may see and become somewhat acquainted with all other players in a group, in a way not practicable in any other formation. Any one who has met strangers at a dinner party or committee meeting gathered at a round table will comprehend the singificance of this. In the kindergarten, this principle is used largely, each day's exercises

opening with the pupils in a circle. A game in circle formation is therefore often one of the best means of making acquainted players who are strangers to each other, and of giving a sense of united interest to a heterogeneous group.

The sense of being united in a common interest, or *esprit de corps*, may be gained to some extent in some general forms of playground activities such as marching. As children grow into the tendency to enjoy group or team play, the competitive spirit becomes very strong, and games in which the players work in competitive teams, as in relay races, or in opposing sides, as in Bombardment, may serve the purpose of continuous mutual interest. As a rule the competitive spirit is strong in games in the line and group formations, and, indeed, is usually the basis of such formations.

For all formations pupils should be trained to move quickly. Formations made from marching order may often be done on the double-quick.

RING FORMATION. — For **small numbers** of players no formal procedure is needed to get the players into a ring formation. For very little children the teacher should simply stretch his or her own hands sideways, taking a child by either hand to show what is wanted, and telling the others to form a circle. All will naturally clasp hands in the same way. Children should be urged to move quickly for such formations. For some games the hands remain clasped. For others the hands are dropped (unclasped) after the ring is formed. The distance between players may be gauged by the stretch of the arms when the hands are clasped, making the ring larger or smaller. With older players the teacher's participation in the formation of the circle is not necessary, the mere command to "Form circle!" being adequate.

For **large numbers** the ring formation is best achieved from a line standing in single file. The players should march or run, the leader of the file describing a circle and joining hands with the rear player of the file, all of the others joining hands similarly with their neighbors.

CONCENTRIC CIRCLES. — Where players are to be placed in two circles, one within the other, as in Three Deep, Zigzag Ball, or some of the singing games for large numbers, players should

march in a column of twos (two by two), and the leaders should describe a circle until the ends meet. All then face inward.

Another method of forming concentric circles is to form a single circle, and have every alternate player step inwards. Or the players may number off by twos, and those bearing the odd (or even) numbers take one or two steps toward the center of the circle. All numbering-off methods, however, are comparatively slow.

OPPOSING TEAMS OR LINES. — For assigning large numbers of players quickly in opposing teams or lines, the following methods are among the most orderly: —

I. The players "fall in" for a march in single file. They march up the center of the room or ground; the first player turns to the right and the next to the left, and so on alternately, taking stations at the sides of the ground; they are thus separated into two opposing groups, those which turn to the right forming one group or team, and those to the left another.

This method is even quicker if players march in columns of twos or fours, alternate ranks turning to alternate sides.

II. Players may be required to march in columns of twos (two abreast), halt, and those in one file of the column step to one side of the playground instead of marching to the front and separating, as in I, and those in the other file to the opposite side.

Where an even division of running ability, or height for catching balls, is necessary, players should be sized when lining up for either of the above methods.

III. When players in a gymnasium or playground have already been numbered for gymnastic purposes, the odd numbers may be directed to one end of the playground to form one team, and the even numbers to the opposite end for the other team.

GROUP FORMATIONS. — To get players into many small groups, a division may often best be made from the marching formations. Players may be brought for this purpose into columns of four or more (marching four abreast), halted, and each file in turn directed to some particular location in the playground.

Where time is not a consideration, or the number of players is smaller, more deliberate methods of counting out, choosing sides, etc., may be used, described in the chapter on "Counting out."

COUNTING-OUT; CHOOSING SIDES

COUNTING-OUT; CHOOSING SIDES AND TURNS; "WHO'S IT?"

Counting-out rhymes and other methods of choosing players for games form one of the most interesting topics in the whole study of children's games. Such rhymes and methods are found in use all over the world and are prehistoric, having descended like the great mass of children's games from the serious practices of adults in the childhood of the race. Classic literature has innumerable references to such customs, as where in the *Iliad* the heroes cast lots in the cap of Atrides Agamemnon to know who shall go forth to battle with Hector, or choose by similar means their places in the funeral games for Patroclus. Many instances of the use of these practices are recorded in Scripture, including the famous one of the casting of lots for the seamless garment. Much collecting and investigating have been done as to these methods, several collections of counting-out rhymes, covering hundreds of examples, having been made in the interests of folklore, the history of magic, etc. Such rhymes are found in Asia, Africa, Europe, and America, not to mention the Sandwich Islands and other places presenting primitive conditions. The largest collection and most thorough study published in America was that made by Mr. H. Carrington Bolton of the Smithsonian Institute. These rhymes unquestionably originated in old superstitions and rites, including incantations of the old magicians and practices of divination by lot. The doggerel of counting-out rhymes is often traceable to old Latin formulas used for these purposes, a fact that shows the absurdity and artificiality of purposely manufactured rhymes.

In the majority of games it is necessary to assign various players to their parts in some manner that shall be strictly impartial. Thus, one player may have to be chosen to be "It" — that is, to take the prominent, arduous, or often disadvantageous or disagreeable part; for example, the part of "Black Tom" in the game of that name, the "blind man" in blindfold games, etc. In many other games the players have to determine who shall have the first turn, or the order of rotation in which all shall play, as who shall be the first back in leapfrog, etc. In still other games, such as Prisoners' Base, Black and White, and many ball games, opposing

sides or teams have to be chosen. Some games have their own distinctive methods of assigning parts, but in most cases any method may be used. A few of the most popular, practical, and useful methods are given here. (See also *Floor Formations* in previous chapter.)

For very little children, the teacher or leader should choose or assign the players for the different parts, such as who shall be the first cat or mouse in the game of "Kitty White," or who shall go into the center in many of the singing games. This method is often used for parlor games in children's parties by the hostess, though many other methods may be used. For older players, the following methods will be found helpful.

COUNTING-OUT. — This is a very popular method among children. One player in the group, generally self-appointed, but sometimes chosen by popular consent, does the "counting out." He repeats a rhyme or jingle, touching one player on the chest for each accent of the verses. He always begins with himself and then touches the first one on his left, and so on around the circle or group in regular order. Any player to whom falls the last word is "out"; that is, he is eliminated from the succeeding counting and is not to be "It," generally a matter for rejoicing. Such a player steps out of the group at once. This counting is continued, the verses being repeated over and over, until only two players are left, when the formula is again gone over, the one to whom the last word falls being free, and the remaining player "It." When a verse is not long enough to go around the entire group, the player at his discretion may lengthen it by adding "One, two, three, — out goes he!" (or she); or "O-U-T spells out!"

From many verses the following, without which no collection could well make its appearance, are chosen as typical for the purpose: —

"Onery, twoery tickery tee,
Hanibal, Crackible, turnablee.
Whing, whang, muskadan,
Striddledum, straddledum, twenty-one!"

The following counting-out rhyme is famous in literary annals

as having been taught to Sir Walter Scott before his open fire by that dainty little maiden, Marjorie Fleming: —

"Wonery, twoery, tickery seven;
Alibi, crackaby, ten and eleven;
Pin, pan, muskydan;
Tweedle-um, twoddle-um,
Twenty-wan; eeerie, ourie, owrie,
You, are, out!"

The following are old and popular forms: —

"Enna, mena, mina, mo,
Catch a nigger by the toe;
If he hollers, let him go,
Enna, mena, mina, mo!"

"Aina, maina, mona, mike;
Bassalona, bona, strike;
Hare, ware, frown, hack;
Halico, balico, wee, wo, wy, whack!"

"Monkey, monkey, bottle of beer;
How many monkeys are there here?
One, two, three, out goes he (or she!)"

"Little fishes in a brook,
Father caught them with his hook,
Mother fried them in a pan,
Father ate them like a man."

HOLDERS. — A favorite method of choosing players, especially with boys, is that called "holders" or "hand holders." When a group of boys decides to play a game, one suddenly shouts, "Picker up!" picks up a pebble and hands it to another boy. The one who picks it up is called the stone picker, and is "out" to start with; that is, he does not have to take part in the guessing of hands which follows.

Mr. Beard, who has recorded from observation this method of choosing players, gives an additional point which the writer has not happened upon. He says that the first player has scarcely shouted "Picker up!" before another cries "Wipe-'er-off!" and a third, "Stone holder!" "Picker-up hands the stone to Wipe-'er-off. Picker-up is then free. Wipe-'er-off makes a great show of wiping the stone off on his trouser leg, and hands it to Stone-holder. Wipe-'er-off is then free, and Stone-holder puts his hands behind him," etc. This preliminary of handing the stone is often omitted, especially where a large group is to play, as the first holder of the stone has in a large group a good chance to go "out" as the guessing proceeds.

The person who holds the stone (a coin, button, or any small object may be used) places his hands behind his back so that the other players may not know in which hand he disposes the stone,

and then holds his closed fists out in front of him, with the backs of the hands (knuckles) upward. The first player on his left steps forward and touches the hand in which he thinks there is no stone. The holder opens that hand; if the guess has been correct, the guesser is "out" and the holder must go through the same performance with the next guesser. Should the one who guesses touch the hand which holds the stone instead of the empty hand, then he must become holder, taking the stone and going through the same play with it, the holder from whom he took it being "out." In other words, the object of the guessing is to choose the hand which is empty, a successful guess putting the guesser out, a wrong guess making him the next holder and putting the preceding holder out.

DRAWING CUTS. — In this method of choosing players, a blade of grass or hay or a slip of paper is provided for each player in the group. These should all be cut of approximately the same length, with the exception of one which should be quite short. One player, the holder, holds these in a bunch in one hand, first getting even all of the ends that are to show. The other ends are concealed in the hand, so that it is impossible, by looking at the extended ends, to tell which is the short piece. Each player in the group then draws one of the slips or pieces, the one who gets the short piece being "It."

If desired, the slips may be put in a hat or box, the players drawing without looking in. This method is quite suitable for parlor games, where it is much used.

TOSS-UP. — The toss-up is a very simple and popular method of choosing players. It consists in tossing a coin in the air and allowing it to land on the ground, to see which side will fall uppermost, each player having previously chosen a side, or, in other words, taken his chance on that side landing upward. Generally a coin is used, but a stone will do as a substitute, one side being marked. Shells may also be used, the throw to be determined by the light or dark side or the convex or concave side falling upward. The method of tossing is the same for any of these articles. One player tosses the coin in the air, the players having chosen "heads" or "tails"; the side of the coin having the date on it is called "heads," the other side "tails." The side wins which

falls uppermost. If a coin or shell does not lie flat on the ground, but rests edgewise, the toss does not count. When this method is used by a group of players, each player is considered out who makes a lucky guess. Any player who guesses the wrong side takes the next turn for tossing the coin. Sometimes it is required that the choice (of heads or tails) shall be made while the coin is in the air, probably to avoid any juggling on the part of the tosser.

RACING; LAST OVER; ETC. — A popular method of determining who shall be "It" for a game is for the players to race to a certain point, the last one to reach it being "It." Or one of a group of players deciding on a game may say "Last over the fence!" when all climb or vault over a fence, the last one over being "It." In the gymnasium this method is sometimes used when the players are grouped in the center of the floor. Upon hearing the shout "Last over!" they all scatter and jump over any available piece of apparatus, bars, horse, etc., the last one to vault being "It."

The Wabanaki Indians use an interesting method, combining counting-out and racing. The players being gathered in a group, each player puts out two fingers, resting them on the ground, a stone, or any convenient place. A counting-out rhyme is then used, one finger being touched for each accent. A finger is doubled under whenever a verse ends on it, until only three fingers are left. The owners, whether they be two or three players, immediately start on a run, the counter chasing them. The one caught is "It."

Some games have each their own distinctive method of choosing players, as in Duck on a Rock. These methods are described with the games wherever they have been obtainable.

CHOOSING SIDES. — For many games the players are divided into two opposing groups or teams. When there is no special leader or captain for each group, some of the above methods of counting-out or choosing are used for assigning players to one side or the other. In most games, however, where there are opposing groups, a captain or leader is first selected. This part sometimes goes to the person who first shouts for it, but it is more usual for the players to choose captains, as special qualities are generally needed in persons in that position, and even young children are glad to place

themselves under strong leadership. Captains or leaders, however, may be chosen by any of the previously mentioned methods, or they may be selected by a teacher or leader.

Two captains or leaders having been chosen, each chooses his own players, the choice being made alternately one at a time, the first captain selected generally having first choice. A good captain will select his players for the playing qualities needed in the particular game to be played. These qualities will vary in different games, and different players may be chosen for excellence in one particular direction, such as swift running, agile dodging, boldness in giving dares and taking risks; in ball games, skill in catching or throwing, or other forms of play; and in all games, the ability to "play fair," and to coöperate generously and with good temper. A player may be unskillful, and yet very valuable as a general helper if he possesses the qualities for coöperation. The unpopular player is nearly always a selfish person, one who disregards rules or tries to win unfairly. Aside from the general contempt engendered by such qualities, a player having them is undesirable because he gets his side into disputes or runs a greater risk of increasing the opponent's score with fouls.

MISCELLANEOUS ACTIVE GAMES

ALL-UP RELAY RACE

MISCELLANEOUS ACTIVE GAMES

ALL UP RELAY

10 to 60 or more players.

Playground; gymnasium; schoolroom.

The players are divided into two or more groups of like numbers which compete against each other. The different groups line up in single file behind a starting line drawn on the ground. Directly in front of each team, at the opposite end of the running space (which should be from twenty to fifty feet long), are drawn two circles, each three feet in diameter, and placed side by side, with rims touching. In one of the circles of each pair three Indian clubs are placed.

On a signal, number one of each file runs forward and with one hand only, changes the clubs from one circle to the other. Each club must be made to stand, and none must touch the outline of the circle. As soon as each player finishes this, he runs back to his file, touches the next player on the hand, and passes off, back of the line. The second player should be waiting for this "touch-off" with toe on the starting line and hand outstretched.

This second player, on receiving the touch-off, runs forward to the circles and changes the clubs from the second ring back to the first, observing the same rules of procedure. Each player, in turn does this, the file winning whose last player is first to dash over the starting line on his return.

This is a very popular game for athletic contests, especially for younger girls. When used in this way, an especially careful observation should be kept for fouls by official judges. One foul is scored against a team for (*a*) each time a runner starts over the line without the "touch-off"; (*b*) each time both hands are in play at once in changing the clubs; (*c*) each club that is not replaced after falling; (*d*) each club that is left standing anywhere but within the circle for which it was intended. When played thus, according to strict athletic rules, the teams win in the order of finishing plus the smallest score on

fouls. Thus, if team A finishes first with six fouls, team B finishes second with four fouls, and team C finishes third with no fouls, team C wins, being given first place, team B second place, and team A third place.

Teams	Order of Finishing	Number of Fouls	Order of Winning
A	1	6	3
B	2	4	2
C	3	0	1

ANIMAL BLIND MAN'S BUFF

10 to 30 or more players.

Parlor; gymnasium; playground.

One player is blindfolded and stands in the center of a circle with a wand, stick, or cane in his hand. The other players dance around him in circle until he taps three times on the floor with his cane, when they must stand still. The blind man thereupon points his cane at some player, who must take the opposite end of the cane in his hand. The blind man then commands him to make a noise like some animal, such as a cat, dog, cow, sheep, lion, donkey, duck, parrot. From this the blind man tries to guess the name of the player. If the guess be correct, they change places. If wrong, the game is repeated with the same blind man.

The players should try to disguise their natural tones as much as possible when imitating the animals, and much sport may be had through the imitation. Players may also disguise their height, to deceive the blind man, by bending their knees to seem shorter or rising on toes to seem taller.

Where there are thirty or more players, two blind men should be placed in the center.

There is much sport in this game for either children or adults or both together. The author has known it to be the occasion for great merriment under all three circumstances.

ANIMAL CHASE

10 to 30 or more players.

Playground; gymnasium.

Two pens are marked off in distant corners of the playground. One player, called the chaser, stands at one side of one of these

pens. The other players stand within the pen that is nearest the chaser. All of the players in the pen are named for different animals, there being several players of each kind. Thus there may be a considerable number each of bears, deer, foxes, etc. The chaser calls the name of any animal he chooses as a signal for the players to run. For instance, he may call "Bears!" whereupon all of the players who represent bears must run across to the other pen, the chaser trying to catch them.

Any player caught before reaching the opposite pen changes places with the chaser.

The particular point of difference between this and some other similar chasing games is that the chaser may not know just which of the players in the pen will start out in response to the name of the animal that he calls.

ARROW CHASE

8 to 16 players.

Out of doors.

This game is especially adapted to surroundings where a very devious chase may be given, with many opportunities for the runners to go out of sight, double back on their course, etc., as in a village.

The players are divided into two parties. One of these parties, each member having a piece of chalk, starts out on a run over any route chosen by their leader. Every ten feet the runners must chalk a small arrow somewhere along their path, the object of the hunting party being to overtake these runners, discovering their course by the arrows. No attempt is made to get back to a goal, as in many other games of chase.

The hunting party at the starting place counts two thousand to give the runners a full start, and then pursues them. The runners will use all possible finesse in making it difficult to find their arrows, although it is a rule of the game that the arrow must be in plain sight, though not necessarily from the point of view of the course taken. It may be marked on the farther side of a post, stone, etc., or at a considerable height, or near the ground, but never under a ledge or where it might not be seen plainly by any one standing in front of it.

The runners will naturally take a course that will eventually bring them back to the starting point, the chasers, however, trying to overtake them before they can accomplish this.

AUTOMOBILE RACE

20 to 30 players at once.

Schoolroom.

This schoolroom game is played with most of the class sitting, being a relay race between alternate rows. The first child in each alternate row, at a signal from the teacher, leaves his seat on the right side, runs forward around his seat and then to the rear, completely encircling his row of seats, until his own is again reached. As soon as he is seated, the child next behind him encircles the row of seats, starting to the front on the right side and running to the rear on the left side. This continues until the last child has encircled the row and regained his seat. The row wins whose last player is first seated. The remaining alternate rows then play, and lastly the two winning rows may compete for the championship.

The interest may be increased by calling the race an international one, the teacher providing small flags of different nations, or the children may cut and paint these of paper. The first child in each row chooses the country he will represent by the selection of a flag at the beginning of the game. This he places on the rear desk, and it is held aloft by the last player when he regains his seat, indicating that his country has come in first, second, etc., in the automobile race.

BARLEY BREAK

6 to 18 players.

Playground; gymnasium.

A long, narrow strip of ground is needed for this game, divided into three spaces measuring from ten to fifty feet square. The central one of these three spaces is called the barley field. In each of the three stands a couple of players (or more, as hereinafter described). The couple in the center is obliged to link arms; therefore the center place is the most difficult and considered dis-

advantageous. The couples in the other spaces advance, singly or together, into the barley field, trampling the barley by dancing around the field as much as they can without being caught. These couples need not link arms. When one of these is caught, he must remain inactive in the barley field until his partner is also caught. The couple owning the barley field may not step beyond its limits, nor may the couple being sought take refuge in the field opposite to their own. When the two are caught, they become warders of the barley field, changing places with the previous couple, and any others who have been caught return to their own fields. The game is made interesting by not confining the effort to catching two members of the same couple in succession. Both couples in the adjoining fields should venture far into the barley, taunting the couple who have linked arms by calling "Barley break!" These, in turn, will assist their object by making feints at catching one player and turning suddenly in the opposite direction for another.

The number of players may be increased by putting three couples in the center (barley field) and two or three couples at each end.

This game is centuries old and used to be played at harvest time around the stacks in the cornfields.

BASTE THE BEAR

10 to 30 or more players.

Playground; gymnasium; parlor.

One player is chosen to be bear, and sits in the center on a stool. The bear chooses a second player to be his keeper. The keeper stands by the bear, each of them holding an end of a short rope about two feet in length and knotted at either end to give a firm hold. The rest of the players stand around in a circle inclosing these two. The object of the players is to tag (baste or buffet) the bear, without themselves being tagged by the bear or his keeper. The players may only attack the bear when the keeper calls "My bear is free!" Should a player strike at the bear before the keeper says this, they change places, the striker becomes bear, the former bear becomes the keeper, and the keeper returns to the ring. The keeper does his best to protect his bear by dodging around him on all sides to prevent the attacks of the players who dodge in from the

circle to hit him. Should the keeper or bear tag any player, the same exchange is made; that is, the player tagged becomes bear, the former bear the keeper, and the keeper returns to the ring.

Should a rope not be conveniently at hand, the game may be played in any of the three following ways: (1) by the bear and his keeper clasping hands; (2) a circle may be drawn around the bear beyond which the keeper may not go; (3) the keeper may be subjected to the general rule of not going more than two steps away from the bear in any direction.

Where there are more than thirty players, two or more rings should be formed, each having its own bear and keeper.

This is an old game, popular in many countries. It contains excellent sport, with opportunity for daring, narrow escapes, and much laughter.

BEAR IN THE PIT

10 to 30 players.

Playground; gymnasium.

A bear pit is formed by the players joining hands in a circle with one in the center as the bear. The bear tries to get out by breaking apart the bars (clasped hands), or by going over or under these barriers. Should he escape, all of the other players give chase, the one catching him becoming bear.

This is a favorite game with boys, and is not so rough a game as Bull in the Ring, the means of escape for the bear being more varied. He can exercise considerable stratagem by appearing to break through the bars in one place, and suddenly turning and crawling under another, etc.

BEND AND STRETCH RELAY

10 to 60 players.

Schoolroom.

This game consists in a sideways passing of two bean bags and two dumb-bells alternately. This amount of apparatus should be placed on the floor in the outer aisle beside each player in one of the outside rows, say that to the left of the pupils.

On the command "Go!" each player in this first row picks up a dumb-bell, raises it overhead, and there passes it to his own right hand, which is then extended sideways at shoulder level, where the next player takes it. The dumb-bells are passed across the room in this manner, each player stretching his arms high overhead, when he passes the bell from his left to his right hand. The last player who receives the bell places it on the floor beside him in the outer aisle.

As soon as the first player has passed the first dumb-bell, he picks up a bean bag by bending down to the left, then straightens upward, passes the bag over his head to his own right hand, and then bends deeply to the right and places the bean bag on the floor at his right side. He immediately straightens to an erect position, when the next player bends, takes up the bag, passes it over his head, and bends to place it on the floor at his right side.

As soon as he has disposed of the first bean bag, the leader of each line reaches for the second dumb-bell. This time the bell is passed simply from hand to hand in front of the body instead of overhead.

As soon as the second bell has left his hand, the leader of each line picks up the second bean bag, which is the last piece of apparatus to be passed. The passing of the second bean bag is different from that of the first. The pupils face sideways to the left, their feet resting in the aisle, and drop the bag behind them to the floor with both hands, at the same time bending slightly backward. The next player bends forward, picks up the bag with both hands, and then leans backward, with his hands stretched high overhead, and drops the bag in his turn in the aisle behind him. The line wins whose last player first receives the second bean bag. The player in the last line receiving this bean bag should stand instantly and hold the bean bag high overhead, the winning line being selected by this signal.

This game was originated by Mr. Joseph Cermak, of Chicago, and submitted in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City, in 1906. This game was one that received honorable mention, and is here published by the kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, publishers of the handbook in which the game first appeared.

BIRD CATCHER

10 to 60 players.

Schoolroom; playground.

Two opposite corners are marked off at one end of the ground or room, the one to serve as a nest for the birds and the other as a cage. A mother bird is chosen, who takes her place in the nest. Two other players take the part of bird catchers and stand midway between nest and cage. If played in the schoolroom, the remaining players sit in their seats; if in a playground, they stand beyond a line at the farther end of the ground which is called the forest. All of these players should be named for birds, several players taking the name of each bird. The naming of the players will be facilitated by doing it in groups. If in the class room, each row may choose its name, after which the players should all change places, so that all of the robins or orioles will not fly from the same locality.

The teacher calls the name of a bird, whereupon all of the players who bear that name run from the forest to the nest, but the bird catchers try to intercept them. Should a bird be caught by the bird catcher, it is put in the cage, but a bird is safe from the bird catchers if it once reaches the nest and the mother bird. The players should be taught to make the chase interesting by dodging in various directions, instead of running in a simple, straight line for the nest.

The distance of the bird catchers from the nest may be determined with a little experience, it being necessary to place a handicap upon them to avoid the too easy capture of the birds.

BLACK AND WHITE

10 to 100 players.

Gymnasium; playground; parlor; schoolroom.

One player is chosen as leader, the rest being divided into two equal parties. Each player in one party should tie a handkerchief on the left arm to indicate that he belongs to the Whites; those in the other division are called the Blacks. The players stand

around the ground promiscuously, the Whites and Blacks being mingled indiscriminately.

The leader is provided with a flat disk which is white on one side and black on the other, and preferably hung on a short string to facilitate twirling the disk. He stands on a stool at one side or end and twirls this disk, stopping it with one side only visible to the players. If the white side should be visible, the party known as the Whites may tag any of their opponents who are standing upright. The Blacks should therefore drop instantly to the floor, as in Stoop Tag. Should the black side of the disk be shown, the party of Blacks may tag the Whites. Any player tagged drops out of the game. The party wins which puts out in this way all of its opponents. The leader should keep the action of the game rapid by twirling the disk very frequently.

This is an excellent game for keeping players alert, and may be the source of much merriment.

BLACKBOARD RELAY

10 to 60 players.

Schoolroom.

As here explained, this game is adapted to grammar (sentence construction, and punctuation). It may be made to correlate with almost any school subject, as explained.

The class is seated with an even number of pupils in each row. A piece of crayon is given to the last players in each row, all of whom at a given signal run forward and write on the blackboard at the front of the room a word suitable to begin a sentence. Upon finishing the word each player returns at once to his seat, handing the crayon as he does so to the player next in front of him. This second player at once runs forward and writes one word after the first one, to which it must bear a suitable relation. In this way each player in the row adds to the sentence being written by his own row, the last player being required to write a word that shall complete the sentence, and to add punctuation marks.

The points scored are 25 for speed (the first row to finish scoring the maximum, and the others proportionately in the order of finishing), 25 for spelling, 25 for writing, and 25 for grammatical

construction, capitals, and punctuation. The row wins which scores the highest number of points.

The following modes of correlation are suggested for this game: —

Arithmetic. — Each relay of pupils writes and solves on the blackboard a problem dictated by the teacher just before the signal to leave their seats. The line wins which has the largest number of problems correct. Multiplication tables may also be written, one step for each pupil.

English grammar or punctuation, as explained previously; spelling, the teacher announcing the word for each relay as they leave their seats; authors, each pupil to write the name of an author belonging to a certain period or country; each pupil to write the name of some poem, play, story, essay, or book by an author whose name is given at the outset of the game; or the names of characters from a given literary work or author; or the next line or passage from a memorized selection.

Geography. — The names of mountain ranges, rivers, capital cities, boundaries, products.

History. — The names (related to a given period if desired) of famous men — statesmen, military men, writers, artists, musicians; of battles, discoveries, etc.

BLACK TOM

10 to 30 or more players.

Playground; gymnasium.

Two parallel lines are drawn on the ground with a space of from thirty to fifty feet between them. All of the players except one stand beyond one of these lines. In the middle territory between the lines the one player who is chosen to be It takes his place, and cries "Black Tom! Black Tom! Black Tom!" repeating the words three times as here given; whereupon the other players must all rush across to the opposite line, being chased by the center player, who catches any that he may. Any one so caught joins him thereafter in chasing the others.

The particular characteristic of this game lies in the fact that the center player, instead of saying "Black Tom," may trick or tantalize the runners by crying out "Yellow Tom," or "Blue Tom," or "Red Tom," or anything else that he chooses. Any player who starts to run upon such a false alarm is considered captive and must join the players in the center. This is also true for any player who starts before the third repetition of "Black Tom."

Another way of giving a false alarm is for any one of the center

players except the original It to give the signal for running. Any runner starting in response to such a signal from any of the chasers, except the original It, thereby becomes captive and must join the players in the center.

The first one to be caught is center player, or It, for the next game.

The game as here given is played in Brooklyn, N.Y. The same game is played in the South under the title of "Ham, ham, chicken, ham, bacon!" the word "bacon" being the signal for the run, any player starting without hearing it having to join the center players.

BLIND BELL

5 to 100 players.

Parlor; gymnasium; playground.

All the players but one are blindfolded and scatter promiscuously. The one who is not blindfolded carries a bell loosely in one hand, so that it will ring with every step. If desired, this bell may be hung around the neck on a string or ribbon. The blindfolded players try to catch the one with the bell, who will have to use considerable alertness to keep out of the way. Whoever catches the bellman changes places with him.

Where there are over twenty players, there should be two or more bellmen. This is a capital game for an indoor party.

BLIND MAN'S BUFF

10 to 30 or more players.

Parlor; gymnasium; playground.

One player is chosen to be blindfolded and stands in the center. The other players join hands and circle around him until the blind man claps his hands three times, whereupon the circle stops moving and the blind man points toward the circle. The player at whom he points must at once step into the circle, and the blind man tries to catch him, and when caught must guess who the player is. If the guess be correct, they change places. If not correct, or if the blind man has pointed at an empty space instead of at a player, the circle continues and the game is repeated. The player who is

called into the circle will naturally try, by noiseless stepping, dodging, etc., to give the blind man some difficulty in catching him, but when once caught must submit without struggle to examination for identification.

This is one of the oldest recorded games and is found in practically all countries. The ancient Greeks called it "Brazen Fly."

BODY GUARD

10 to 30 or more players.

Playground; gymnasium.

A small space is marked off at one end of the ground as a "home" or goal. One player is chosen to be the Panjandrum, an important personage requiring a body guard. Two other players are chosen to be the guard. The game starts with these three players in the home ground and the balance of the players at large. The three issue forth, with the two players who act as body guard clasping each other by the hand and preceding the Panjandrum as a shield. The object of the game is for the players at large to touch or tantalize the Panjandrum without being tagged by his guard.

The guard will shift around their charge to avoid these attacks, and the Panjandrum himself may evade them by moving around his guard. Whenever a guard succeeds in tagging a player, the Panjandrum and his guards return at once to the home; whereupon the player tagged changes places with the Panjandrum, and the game goes on as before.

BULL IN THE RING

10 to 30 or more players.

Playground; gymnasium.

All but one of the players stand in a circle with hands firmly clasped. The odd player stands in the center and is the bull. The bull tries to break through the ring by parting the hands of any of the players. If he breaks through, the two players whose hands he parted immediately give chase to him, and the one catching him becomes the bull.

This is a very rough game.

BUNCH OF IVY

20 to 60 or more players.

Parlor; gymnasium; playground.

The players in pairs form a ring. The inner player of each couple kneels. The outer player of each couple holds the upraised hand of the kneeling partner and circles around her, asking the following questions. The partners reply as indicated, mentioning each time one hour later by the clock, until six o'clock has been reached.

"What time does the king come home?"

"One o'clock in the afternoon."

"What has he in his hand?"

"A bunch of ivy."

This dialogue and the accompanying movement of the players should be rhythmic and spirited in time. As the kneeling players say "A bunch of ivy," they begin clapping their hands in the same rapid time; whereupon the outer players run around the entire ring to the right until each player has returned to her partner, once for one o'clock, twice for two o'clock, etc., until six o'clock has been reached. The players change places each time after this series of circling, the outer players kneeling, and those who formerly knelt, standing. The time of both the dialogue and the running should be rapid to keep the game spirited. The larger the circle that may be described around each kneeling player by the partner the better.

BUNG THE BUCKET

10 to 30 players.

Playground; gymnasium.

This is a game of leapfrog. The players are divided into two parties. Half of them form one continuous "back," on which the other half jump, one at a time, until all are seated. The players who form the "back" stand one behind another, the first player resting his head against the stomach of one who stands upright, backed by a wall or fence. Each player in turn grasps the coat

tail or waist of, and rests his head or shoulder against, the player next in front. They should thus make one long, even, and solid "back" or row of backs. These are called the buckets. The other players are called the bungs, and stand at some little distance to get a run for the leap. They will naturally select their best leaper as the first of their line, as he may not move forward after he has once landed on the backs, and it is desirable that he should leave as much space behind him as possible for the others to sit. None of the players may move forward after once landing on the backs. If all of the bungs succeed in seating themselves without any break occurring among the buckets, it counts one in favor of the buckets. When such a breakdown occurs, the two parties change places, the bungs taking the place of the buckets; otherwise the game is repeated with the same bungs and buckets. The party wins which has the highest score to its credit at the end.

BUYING A LOCK

5 to 30 or more players.

Playground; schoolroom.

Oh, here we all go to buy us a lock;
What kind of a lock shall it be?
We'll buy a broom handle; if that will not do,
With a poker we'll try it alone.
But if neither the broom nor the poker will do,
We'll open it then with a stone.

This game is suitable for very little children. They stand in a long line or rank side by side, holding hands. While repeating the verse, one end of the line winds in under the raised arms of the last two players at the opposite end, but instead of passing entirely through, as in many other winding games, the player next to the last only turns far enough to face in three quarters of a circle, or so that the players will eventually, when all have so turned, be brought into single file, one standing behind the other. In this position the arms are dropped over the shoulder, so that the player's own left arm crosses his chest with the clasped hands (his own left and his neighbor's right) resting on his right shoulder. Each

BUYING A LOCK

Reprinted from Dr. Isaac T. Headland's "The Chinese Boy and Girl," by kind permission of Messrs. Fleming H. Revell & Co.

player should clasp his neighbor's hands at the start, so that the palm of his own left hand faces forward and the palm of his own right hand faces backward.

When the whole line has been "locked" in this way, the players unwind in reverse order, still repeating the verse.

When players are familiar with the winding and unwinding process, the game may be played in circle formation instead of line formation; that is, it will start with all of the players facing inward as they clasp hands to form a circle, and the locking or winding will bring them facing in single file around the circle.

This is a favorite game with little girls in China, and is here given with the kind permission of Dr. Isaac T. Headland and Messrs. Fleming H. Revell & Co., from the book entitled "The Chinese Boy and Girl."

CAT AND MICE

5 to 60 players.

Schoolroom.

One player is chosen to be cat, and hides behind or under the teacher's desk. After the cat is hidden, the teacher beckons to five or six other players, who creep softly up to the desk, and when all are assembled, scratch on it with their fingers, to represent the nibbling of mice. As soon as the cat hears this, she scrambles out from under the desk and gives chase to the mice, who may save themselves only by getting back to their holes (seats). If a mouse be caught, the cat changes places with him for the next round of the game. If no mouse be caught, the same cat may continue, or the teacher may choose another at her discretion.

A different set of mice should be chosen each time, so as to give all of the players an opportunity to join in the game.

This is a favorite schoolroom game for little children. They should be taught to add sport to the play by giving the cat quite a chase before returning to their seats, instead of seeking safety in the shortest and most direct way.

CAT AND RAT

10 to 30 or more players.

Playground; gymnasium; parlor.

One player is chosen for cat and one for rat. The others all form a circle with clasped hands. The cat stands outside of the circle and the rat inside. The game opens with a conversation between the cat and rat.

The cat says: —

"I am the cat."

The rat says: —

"I am the rat."

"I will catch you!"

"You can't!"

This last defiance is a signal for a chase. The cat tries to get into the circle, and the rat tries to evade him. Both may run in and out of the circle, but the players will assist the rat by raising their hands to let him run under, and they will try to foil the efforts of the cat by preventing his breaking through the circle, either inward or outward.

When the rat is caught, he joins the circle and the cat becomes rat, a new cat being chosen from the circle players.

This game is a great favorite with young children, and though very similar in its general form to Bull in the Ring, the slight difference of the circle assisting the rat and hindering the cat makes a great difference in the playing qualities of the game, rendering it much less rough than Bull in the Ring.

CATCH AND PULL TUG OF WAR

10 to 100 players.

Gymnasium; playground.

Any number of players may engage in this contest, which is one of the best for a large number, containing as it does both excellent sport and vigorous exercise.

A line is drawn down the middle of the playing space. The players are divided into two parties and stand one party on either side of the line. The game starts on a signal and consists in catching hold of an opponent by any part of his body, as hand, arm, or

CATCH-AND-PULL TUG OF WAR; A HIGH SCHOOL FRESHMAN CLASS

foot, reaching over the line and so pulling him across the boundary. Any number of players may try to secure a hold on an opponent and any number may come to his rescue and try to resist his being pulled over the line, either by pulling him in the opposite direction or by trying to secure a hold on one of the opponents. A player does not belong to the enemy until his entire body has been pulled over the line. He must then join his captors in trying to secure players from across the line. The party wins which has the largest number of players at the end of time limits.

CATCH OF FISH

10 to 30 or more players.

Playground; gymnasium.

This is one of the very strenuous games, and affords opportunity for some very good exercise and sport.

A line is drawn across each end of the playground, beyond which the players stand in two equal parties, one at one end and one at the other. The players of one party clasp hands to form a fish net. The players in the other party are fish. At a given signal both advance toward the center of the playground, which represents a stream, the object of the fish being to swim across to the opposite shore without being caught in the net. To do this they will naturally dodge around the ends of the net.

The net should inclose or encircle any fish that it catches. The fish so caught may not try to break apart the clasped hands forming the net, but may escape only through the opening where the two ends come together. Should the net break at any point by an unclasping of hands, the fish are all allowed to escape, and the players go back to their respective goals and begin over again. Any fish caught in the net are thereafter out of the game until all are caught. After the net has made one catch, the sides exchange parts, those of the fish that are left forming the new net, and the first net crossing to the other side and becoming fish. The two sides thus exchange places and parts, until all on one side are caught.

For a large number of players it is better to have two small nets instead of one large one, the dodging being livelier and the progress of the game more rapid in every way.

CATCH THE CANE

10 to 30 or more players.

Playground; gymnasium; schoolroom.

The players, who should be numbered consecutively, stand in a circle or semicircle. One player stands in the center of the circle or in front of the semicircle, with his index finger on the top of a cane, wand, or closed umbrella, which stands perpendicularly to the floor. Suddenly he lifts his finger from the cane, at the same time calling the number assigned to one of the players in the circle. The person whose number is called must run forward and catch the cane before it lies on the floor. If he fails, he must return to his place in the circle; if successful, he changes places with the center player.

This game may have a great deal of sport in it if the action be kept lively and the one who is calling the numbers gives them in unexpected order, sometimes repeating a number that has recently been given, then giving a few in consecutive order, and then skipping over a long series, etc.

FOR THE SCHOOLROOM. — When played in the schoolroom, the player with the cane should stand in the center of the front of the room. The other players — part of the class at a time — may be lined up in front of the first row of desks, or only the players seated in the first row of seats may be called, according to the number of their row. At the discretion of the teacher this row may change to the rear row of seats, each line moving up one seat to make room for them.

This is an admirable game for making alert and active, children who are slow or dull.

CAVALRY DRILL

10 to 100 players.

Playground; gymnasium.

This is a game of leapfrog.

I. Two players make a back. They stand with backs to the jumpers and place their inside hands on each other's shoulders, with

arms extended at full length to leave a space between. The jumper places a hand on each of the inside shoulders. The push will be away from the center and the backs will need to brace themselves for this.

II. A back is made by two or more players standing close together with sides toward the jumpers, thus making a back several widths deep to jump over.

For whichever form of back is used, any player failing to clear the back without touching it is out of the game, the first two failing becoming backs for the next round when all have jumped. For large numbers of players this may be played as a competition between different groups.

CENTIPEDE

9 to 12 players.

Gymnasium; seashore.

The players sit in a circle on the floor, with their feet stretched out and mingled in a promiscuous pile. One player, who is leader, and stands outside the circle, touches one of the feet (he may mark it slightly with a piece of chalk if desired), and calling on some player by name, commands him to tell to whom the foot belongs. When this player has named some one, the leader commands the owner of the foot to stand up. If the guess be wrong, the leader chases the mistaken player and whips him with a knotted handkerchief. If the guess be right, the guesser is released from the game, sits down at one side, and chooses the next one to be It, while the one who was It takes a place in the circle.

This game lends itself especially to the gymnasium or seashore, where the dressing of the feet is inclined to be uniform.

The game is played by the modern Greeks.

CHANGING SEATS

20 to 60 players.

Schoolroom.

This game is played in several different forms. The following are very popular.

Changing Seats — I

The teacher gives the command, "Change right!" whereupon each pupil slips from his own seat to the one across the aisle to the right, the pupils in the farthest right-hand row standing in the outside aisle. The next order may be, "Change left!" when all of the pupils slip back to their own seats, and the row that stood resumes its own.

In the same way the orders, "Change forward!" and "Change backward!" may be given, the row of pupils left out each time merely standing in the aisles.

Changing Seats — II

In this form of the game the players in the displaced row run around the room and take the vacant row of seats on the opposite side. For instance, the teacher gives an order, "Change left!" whereupon all the pupils slip over into the seats next to them on the left, the outside row on the left side of the room standing in the aisle. The teacher then says "Run!" whereupon the pupils who are standing run across the front of the room and take the vacant row of seats on the right-hand side. The teacher may then again say, "Change left!" whereupon the entire class, as now seated, moves one place to the left, the outside players standing in the aisle as did their predecessors; on the command "Run!" they, too, run across the room and take the vacant row of seats on the right-hand side. The command may be given, "Change forward!" after which the displaced players run around the side of the room and take the vacant places at the rear; or if the command be "Backward!" the displaced players run forward and take the front row of seats.

The sport of the game consists in rapid changes and unexpected variations in the orders given by the teacher. With right conditions the command to run may be omitted, the displaced row of pupils understanding that they are to run as soon as they stand.

The action of the game may be slightly quickened by having the running row divide, half running around the room in one direction and half in the other. For instance, if the players in the right-

hand row have been displaced, half of them may run to the rear of the room to reach the rear half of the outer row of seats on the opposite side, and the other half run across the front of the room to the forward half of this row of seats.

CHARLEY OVER THE WATER

10 to 30 or more players.

Parlor; gymnasium; playground.

One player is chosen to be Charley, and if there be more than twenty players there should be two or more Charlies, to make the action more rapid. Charley stands in the center; the other players join hands in a circle around him and dance around, repeating the rhyme: —

"Charley over the water,
Charley over the sea.
Charley catch a blackbird,
Can't catch me!"

As the last word is said, the players stoop, and Charley tries to tag them before they can get into that position. Should he succeed, the player tagged changes places with him.

CHICKADEE-DEE

5 to 10 players.

Dark room.

This game is a good one for the loft of an old barn on a rainy day. The writer obtained the game from a group of boys, who found it one of their chief sports used in this way.

It is necessary to prepare in advance a rather large, soft bag; an oat sack or potato bag may be used. This should be nearly filled with dry leaves or some substitute, and the end gathered up and tied with a string, so as to leave quite a hilt or handle for a firm grasp. All light is shut out of the place, so that the sense of hearing will be the only guide in the game.

One player, who is It, is seated on the floor in the center of the loft or room, and holds the sack. The object of the game for this

player is to tag or touch any of the other players with the sack without leaving his sitting position on the floor. The object of the other players, who are scattered promiscuously, is to approach as near as possible to the center player, taking him unaware, with a taunting cry of "Chickadee-dee!" close to his ear.

The game starts in perfect silence and darkness. A player steals up to the center man, calls "Chickadee-dee!" and darts back again as quickly as possible, the center man whirling his bag around in a circle and hitting out with it in the direction of the voice, trying to hit this player. While he is doing this, another player from some other direction repeats the call of "Chickadee-dee!" close to his ear, and darts back or dodges. Any tactics may be used for dodging, such as dropping to the floor, jumping, or the more usual modes of dodging.

Any player hit with the bag exchanges places with the one in the center.

CHICKEN MARKET

5 to 20 or more players.

Indoors; out of doors.

This is one of the traditional dramatic games.

One player is chosen to be market man and another buyer; the rest of the players are chickens; they stoop down in a row and clasp their hands under their knees. The buyer approaches the market man and asks, "Have you any chickens for sale?" The market man answers, "Yes, plenty; will you walk around and try them?" Whereupon the buyer goes up to different chickens and tests them by laying over the head his clasped hands, palms downward and pressing inward. The buyer pretends to be dissatisfied with some of the chickens, saying, "This one is too tough," "This one is too old," "This one is too fat," etc., until at last he finds one that suits him, the chickens being supposed to go through this ordeal without smiling.

When a chicken is found that appears to be satisfactory, the buyer and the market man take him by the arms, one on either side, he still remaining in his first position with hands clasped under the knees, and swing him forward and backward three times. Should

he stand this test without loosening his own grasp, he is supposed to be all right, and the buyer leads him off to the opposite side of the playground, or home. The game continues until all of the chickens are sold. Any chicken that smiles, or whose arms give way in the swinging test, must pay a forfeit, all of the forfeits being redeemed at the close of the game. Where there are more than ten players, there should be two or more buyers and sellers.

This game is played in various countries: in England as a "Sale of Honey Pots," in China as a "Fruit Sale," etc. The version here given is from Italy.

CHICKIDY HAND

5 to 30 or more players.

Playground; gymnasium.

One player is chosen to be It, and stands near a post with the fingers of his hands interlocked. The other players, each clasping his own hands in the same way, crowd around the post and touch it with the clasped hands. The one who is It counts ten, whereupon the players all run, the one who is It trying to tag any of them. None of the players may unclasp their hands until they are tagged, whereupon they are prisoners and clasp hands with It, forming a line which thereafter is the tagging line, though only the original It may tag the other players. The game is a contest between the tagging line, which tries to recruit and retain its numbers, and the free players, who try (1) to avoid being captured for the tagging line, and (2) to reduce the tagging line by breaking through it; but the players in the line must resist this. Each time that the line is broken, the one of the two players (whose hands were parted) who stands toward the head of the line is dropped out of the game. A free player may not be tagged after he has thrown himself upon (touched) a pair of hands that he is trying to part. The last player caught by the tagging line is the winner and becomes It for the next game.

CHINESE CHICKEN

5 to 30 or more players.

Playground; gymnasium; schoolroom; seashore.

This game is played with small blocks of wood or bean bags. Stones, or, at the seashore, bathing slippers, may be used instead. These are placed in straight rows of five to fifteen each, with intervals of about ten inches between them. The players are divided into groups numbering from five to ten each, and line up as for a relay race, each before one row of blocks or bags.

The game is played in the same way by each row of players, and while the game may be competitive between the different groups, in its original form it is for one group only. The first player in a group represents a "lame chicken," and hops on one foot over each bag until the end of the line of bags has been reached. The last bag is then kicked away by the "lame" (lifted) foot, after which it must be picked up and carried back over the same route to the first end of the line, when the same player hops back on the opposite foot, kicks away a second bag, picks it up and returns, and so on until he fails. Only one foot may touch the ground at a time, and may touch it but once in each space between the bags. No bag may be touched except the one at the end of the line, which is afterward picked up, and this must be secured without putting the lame foot upon the ground.

When the "chicken" infringes any of these rules, he must at once give place to another. The winner is the player who has at the end of the game the greatest number of bags.

This is a Chinese game, taken by kind permission of the author from Miss Adèle Fielde's *A Corner of Cathay*. The Chinese children play it with their shoes in place of the bean bag or block of wood.

CHINESE WALL

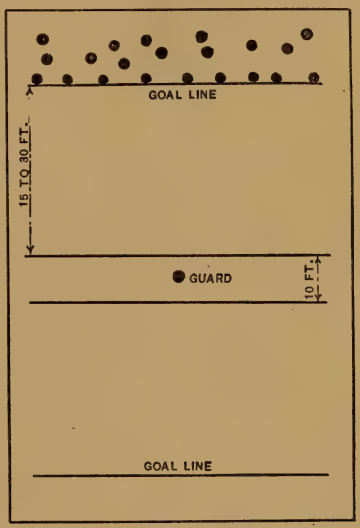
10 to 60 or more players.

Playground; gymnasium.

The Chinese wall is marked off by two parallel lines straight across the center of the playground, leaving a space between them

of about ten feet in width, which represents the wall. On each side of the wall, at a distance of from fifteen to thirty feet, a parallel line is drawn across the ground. This marks the safety point or home goal for the besiegers.

One player is chosen to defend the wall, and takes his place upon it. All of the other players stand in one of the home goals. The defender calls "Start!" when all of the players must cross the wall to the goal beyond, the defender trying to tag as many as he can as they cross; but he may not overstep the boundaries of the wall himself. All so tagged join the defender in trying to secure the rest of the players during future sorties. The game ends when all have been caught, the last player taken being defender for the next game.



CHINESE WALL

This is a capital game for both children and older players, as it affords opportunity for some very brisk running and dodging, especially if the playground be wide. It differs from Hill Dill and several other games of the sort in that there is a more limited space in which the center catcher and his allies are confined.

CIRCLE RACE

10 to 30 or more players.

Playground; gymnasium.

The players stand in a circle a considerable distance apart and face around in single file in the same direction. At a signal all start to run, following the general outline of the circle, but each trying to pass on the outside the runner next in front of him, tagging as he passes. Any player passed in this way drops out of the race. The last player wins. At a signal from a leader or teacher, the

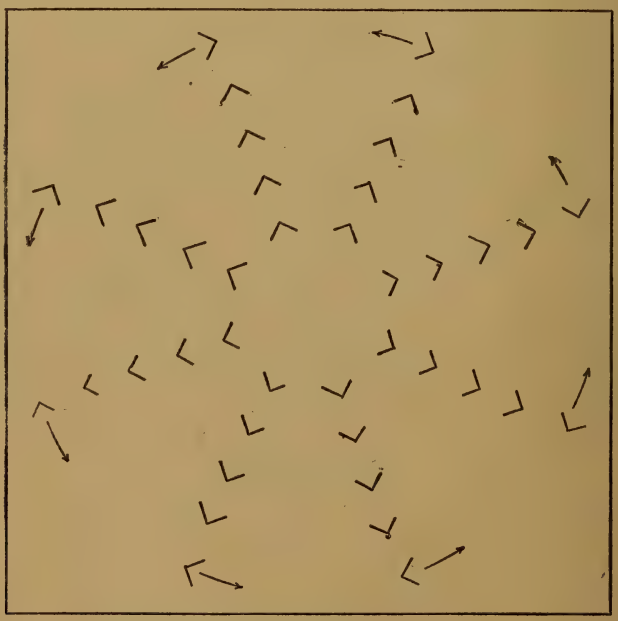
circle faces about and runs in the opposite direction. As this reverses the relative position of runners who are gaining or losing ground, it is a feature that may be used by a judicious leader to add much merriment and zest to the game.

CIRCLE RELAY

9 to 60 or more players.

Playground; gymnasium.

The players stand in three or more divisions in single file, facing to a common center. In this formation they radiate like the spokes



Circle Relay

of a wheel. On a signal from a leader, the outer player of each file faces to the right. On a second signal, these outer players all run in a circle in the direction in which they are facing. The object of the game is to see which runner will first get back to his place.

The one winning scores one point for his line. Immediately upon the announcement of the score, these runners all step to the inner end of their respective files, facing to the center, the files moving backward to make room for them. The signals are repeated, and those who are now at the outer end of each file face and then run, as did their predecessors. The line scoring the highest when all have run wins the game.

CIRCLE SEAT RELAY

10 to 60 players.

Schoolroom.

This game starts with the players all seated, and with an even number in each row. At a signal, the last player in each row runs forward on the right-hand side of his seat, runs around the front desk, and returns on the left-hand side of his own row. As soon as he is seated, he touches the player next in front on the shoulder, which is a signal for this one to start. He runs in the same way. This is continued until the last player, which in this case is the one sitting in the front seat, has circled his desk and seated himself with hand upraised. The line wins whose front player first does this.

This is one of the best running games for the schoolroom. As in all such games, seated pupils should strictly observe the rule of keeping their feet out of the aisles and under the desks.

Players must observe strictly the rule of running forward on the right-hand side and backward in the next aisle, else there will be collisions.

CLAM SHELL COMBAT

2 to 30 players.

Out of doors; seashore.

Each of the players is provided with an equal number of clam shells; the players then pair off in twos for the combat. Which of the two shall have the first play is decided by the players each dropping a clam shell from a height of three feet. The one whose

shell falls with the hollow or concave side down has the first play. Should it be a tie, the trials are repeated until one player is chosen in this way. The play then opens with the unsuccessful player putting a clam shell on the ground, when the opponent throws another shell at it, trying to break it. If he succeeds, the opponent must put down another shell. This is kept up indefinitely, until a player's shells have all been won by the opposing thrower, or until the thrower fails to hit a shell, or his own breaks in doing so. Whenever one of these things occurs, he loses his turn, and must put down a shell for the opponent to throw at. The player wins who retains an unbroken shell the longest.

Where there is a considerable number of players, they may be divided into opposing parties, the players stepping forward in turn at the call of their respective captains.

This is a Korean game, reported by Mr. Culin.

CLUB SNATCH

10 to 60 players.

Playground; gymnasium.

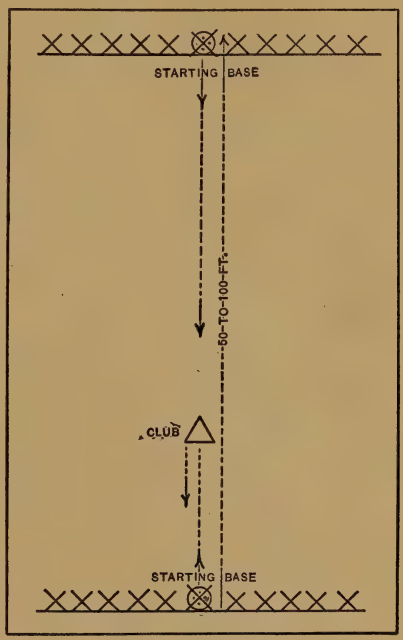
This is one of the best competitive chasing games.

A goal is marked off across each end of the playground. Midway between the goals, an Indian club is placed; a handkerchief or other similar object may be used, placed on some support — on a stake driven into the ground, laid over a rock or stool, or hung on the end of a branch. A stone or dumb-bell laid on the ground may be substituted. In line with the club a starting base is marked on each goal line.

The players are divided into two equal parties, each having a captain. Each party takes its place in one of the goals. The object of the game is for one of the runners to snatch the club and return to his goal before a runner from the opposite goal tags him, both leaving their starting bases at the same time on a signal. The players on each team run in turn, the captains naming who shall run each time.

The captains toss for first choice of runners; the one who wins

names his first runner, who steps to the running base, whereupon the competing captain names a runner to go out against him, trying to select one of equal or superior ability. Thereafter the captains take turns as to who shall first designate a runner.



CLUB SNATCH

When there is a large number of players, or very limited time, a different method may be used for selecting the runners. All of the players should then line up according to size, and number consecutively by couples. That is, the first couple would be number one, the second, number two, the third, number three, etc. The couples then divide, one file going to one team and the other to the opposite team. The players run thereafter according to number, the numbers one competing, and so on. Each player may run but once until all on the team have run, when each may be called a second time, etc. To avoid confusion, the players who have run should stand on one side of the starting base, say the right, and those who have not run, to the left.

The first runners, having been called by their respective captains to the starting bases, run on a signal; the players may reach the club together and go through many false moves and dodges before one snatches the club and turns back to his goal. Should he succeed in reaching the goal before the other player can tag him, his team scores one point. Should he be tagged before he can return with his trophy, the opponent scores one point. The club is replaced after each run. In either case both players return to their original teams.

When each runner has run once, the teams exchange goals and run a second time. The team wins which has the highest score at the end of the second round.

For large numbers of players there may be several clubs, each

having corresponding starting bases on the goals, so that several pairs of runners may compete at once. One club for twenty players, ten on each side, is a good proportion. For young players the club may be placed nearer one goal than the other at first, as shown in the diagram.

This is a capital game as here developed with the feature of scoring, and may be made very popular.

COCK STRIDE

3 to 15 players.

Playground; gymnasium.

This game is usually played with boys' caps, but knotted handkerchiefs or balls of crumpled paper may be used. One player is the cock; he is blindfolded and stands in a stride position with his feet wide apart sideways. The other players stand in turn at a point five to ten feet behind him, and throw their caps forward as far as possible between his legs. After the caps are all thrown, each player moves forward and stands beside his own cap. The cock then crawls on all fours, still blindfolded, until he reaches a cap. The player whose cap is first touched at once becomes an object of chase by the other players, who are at liberty to "pommel" him when he is captured. He then becomes cock for the next round of the game.

CROSSING THE BROOK

5 to 60 or more players.

Playground; gymnasium; schoolroom.

This game is a great favorite with little children. A place representing a brook is marked off by two lines on the ground. For little children in the first year of school (about six years old) this may start with a width of two feet. The players run in groups and try to jump across the brook. Those who succeed turn around and jump back with a standing jump instead of a running jump. On either of these jumps the player who does not cross the line representing the bank gets into the water and must run home for

dry stockings, being thereafter out of the game. The successful jumpers are led to wider and wider places in the brook to jump (a new line being drawn to increase the distance), until the widest point is reached at which any player can jump successfully. This player is considered the winner.

This game is printed by kind permission of the Alumni Association of the Boston Normal School of Gymnastics, from the book *One Hundred and Fifty Gymnastic Games.*

CROSS TAG

5 to 30 or more players.

Playground; gymnasium.

One player is chosen to be It. He calls out the name of another player, to whom he at once gives chase. A third player at any point in the chase may run between the one who is It and the one whom he is chasing, whereupon this third player becomes the object of the chase instead of the second. At any time a fourth player may run between this player and the chaser, diverting the chase to himself, and so on indefinitely. In other words, whenever a player crosses between the one who is It and the one being chased, the latter is at once relieved of the chase and ceases to be a fugitive. Whenever the chaser tags a player, that player becomes It. Considerable sport may be added to the game by the free players trying to impede the chaser and so help the runner,—getting in the way of the former without crossing between the two, or any other hindering tactics.

DO THIS, DO THAT

10 to 60 or more players.

Playground; gymnasium; schoolroom; parlor.

All the players stand facing one of their number who is the leader. The one who is leader assumes any gymnastic position or imitates any action, at the same time saying "Do this!" and the others immediately imitate. Should the leader at any time say "Do that!" instead of "Do this!" any player who imitates the action performed must be seated, or pay a forfeit, whichever form of pen-

alty has been decided on at the beginning of the game. Three mistakes of this kind put a player out of the game, even when forfeits are the penalty.

The leader may choose any gymnastic positions that are familiar, such as chargings, head bendings, trunk bendings, arm movements, knee bendings, hopping, jumping, dancing steps, etc.; or imitate familiar actions such as hammering, sawing, washing, ironing, sewing, stone cutting, shoveling, riding horseback, etc.

DOUBLE RELAY RACES

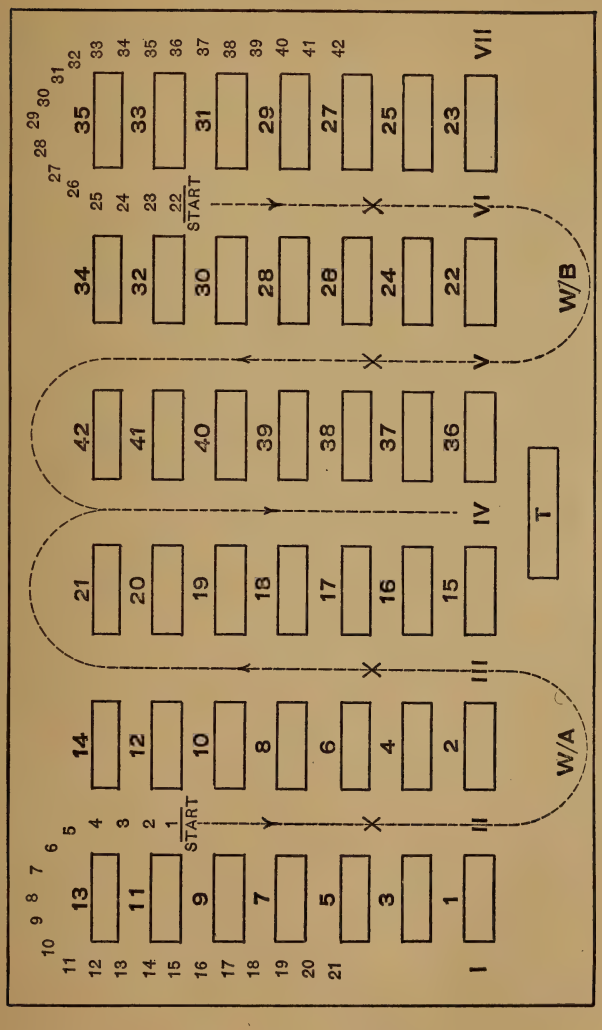
10 to 100 players.

Schoolroom; playground; gymnasium.

First two rows (Nos. 1 to 14) stand in aisle II and give way to rear to starting point. Third row (Nos. 15 to 21) stand in aisle III, march forward and around to right into aisle I, bringing entire 21 pupils into formation, as indicated for Team A on diagram. Fifth and sixth rows (Nos. 22 to 35) stand in aisle VI and give way to rear to starting point. Fourth row (Nos. 36 to 42) stand in aisle V, march forward and around to left into aisle VII, bringing entire team, Nos. 22 to 42, into formation as indicated for Team B on diagram.

First Relay

At commands, "Ready, go!" Nos. 1 and 22, the two leaders of the two teams, walk to wall in front of them at W/A and W/B, touch the wall, return down aisles III and V respectively, and continue up aisle IV to teacher's desk. When the two leaders, 1 and 22, touch the wall, Nos. 2 and 23 start at the "exchange points," X and X, 1 and 2 touch left hands across desks, and 22 and 23 touch right hands across desks. At the starting point, 1 touches left hand of 3, who starts as soon as touched, 22 touches right hand of 24, who also starts as soon as touched; so on to the last of each team, who finish the game by touching the desks where the leaders started. Both teams then "about face" and march back, Team A through aisles III, II, and I, and Team B through aisles V, VI, and VII, when they are ready for the next relay.

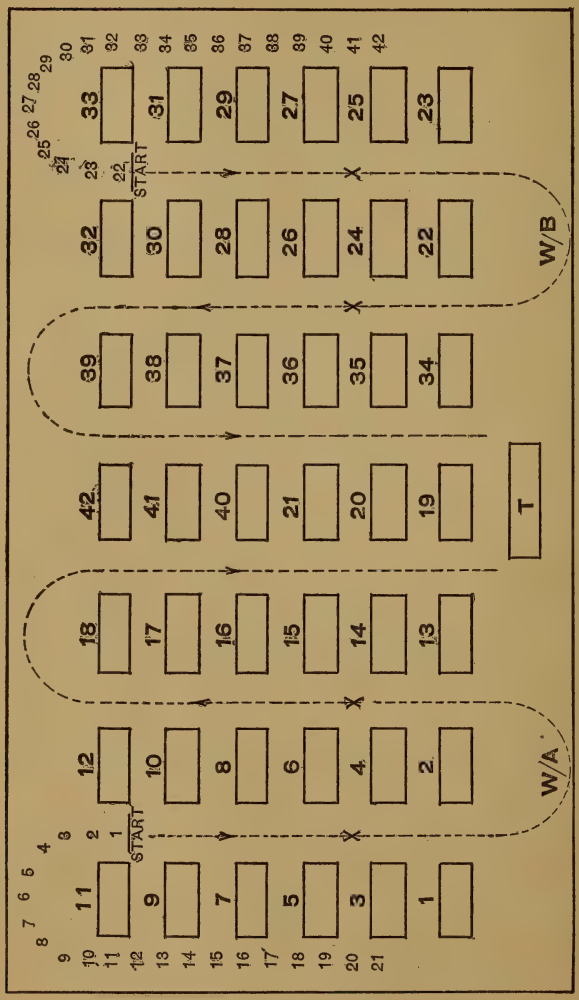


Second Relay

Same as First Relay, but this time running.

Third Relay

Same as Second Relay, but this time each leader starts with an eraser, if in the schoolroom, or a dumb-bell in playground, in


TEAM A
DIAGRAM NO. 2—DOUBLE RELAY RACES
TEAM B
START
START
W/A
W/B
T
T = Teacher's desk.
Numbers 1 to 21 = Team A.
Numbers 22 to 42 = Team B.
Aisles numbered I to VII
Start = Starting point.
X = Exchange point.
= Direction players should run after they are once formed behind starting point for commencement of game.

his hand and gives it to the next pupil at "exchange point," each successive pupil repeating the exchange at that point. The third and succeeding pupils must wait at each starting point until "touched" before starting.

Fourth Relay

Same as Third Relay, except that a handkerchief, knotted once in the middle, is substituted for the eraser with which each leader starts.

Fifth Relay

Same as Fourth Relay, except that the leader of each team and the pupil behind him each have an eraser (or dumb-bell), and when meeting at "exchange points," exchange erasers, the leaders giving the second erasers to the pupils on the starting points, and so on.

Sixth Relay

Same as Fifth Relay, except that two handkerchiefs are used instead of two erasers.

Seventh Relay

Same as Sixth Relay, except that the handkerchiefs may be *thrown* and *caught*, instead of being *handed* or *passed* to the next pupil.

Cautions

The value of these games lies in two things, *i.e.* in the fact that after the first two pupils of each team have started and the game is really under way, there are four pupils on each team actually in motion, and the game moves so fast that each member of each team has little time to do anything besides attending strictly to the game; if his team is to have any chance to make a good showing, he must be constantly on the alert. The second, and still more important, valuable feature of the games, lies in the constant exercise of *inhibition.* Therefore there should be absolutely no "coaching" except by the teacher during training; care should be taken in the First Relay to see that all children actually *walk;* no running; when hands are to be touched, they *must be touched;* when erasers or handkerchiefs are dropped, they must be picked up by the ones who dropped them before proceeding with the game; if to be exchanged, they must be exchanged.

The intermingling of the two teams in aisle IV does not affect the game in the least.

Diagram 2 is for a schoolroom of seven rows of seats, and six (more or less) deep. The numbers indicate a convenient division, and the pupils fall in as before.

A division of the class into three teams may be made if desired, and if there be sufficient aisles.

These games are suitable for boys or girls or mixed classes.

Diagram 1 should be used for schoolrooms seating 42, if seven deep; 48, if eight deep; 54, if nine deep.

Diagram 2 should be used for schoolrooms seating 42, but facing as indicated; 49, if seven deep.

Diagram 1 for a schoolroom with five rows and ten deep, using only the outside and next to the outside aisles.

These games may also be played in the gymnasium or playground. They were originated by Mr. J. Blake Hillyer of New York City, and received honorable mention in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. They are here published by the kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, publishers of the handbook in which the games first appeared.

DROP THE HANDKERCHIEF

10 to 30 or more players.

Indoors; out of doors.

All of the players but one stand in a circle. The odd player runs around on the outside of the circle, carrying a handkerchief, which he drops behind one of the circle players. The main idea of the game is to take the circle players unaware with this. Those who form the ring must look toward the center, and are not allowed to turn their heads as the runner passes them. The one who runs around with the handkerchief will resort to various devices for misleading the others as to where he drops it. For instance, he may sometimes quicken his pace suddenly after dropping the handkerchief, or at other times maintain a steady pace which gives no clew.

As soon as a player in the circle discovers that the handkerchief has been dropped behind him, he must pick it up and as rapidly

as possible chase the one who dropped it, who may run around the outside of the circle or at any point through or across the circle, his object being to reach the vacant place left by the one who is chasing him. The circle players should lift their hands to allow both runners to pass freely through the circle. Whichever player reaches the vacant place first stands there, the one left out taking the handkerchief for the next game.

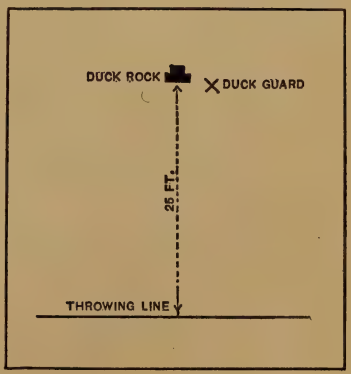
This is one of the oldest known games and is found throughout the world. The writer has heard it described by Cossacks, Japanese, Italians, and people of many other nationalities.

DUCK ON A ROCK

5 to 30 or more players.

Playground; gymnasium.

Each player is provided with a stone, called a "duck," about the size of a baseball. A large rock or post is chosen as the duck rock, and twenty-five feet from it a throwing line is drawn. On this duck rock one player places his duck and stands by it as guard. This guard is selected at the outset by all of the players throwing their ducks at the duck rock from the throwing line. The one whose duck falls nearest to the rock becomes the first guard. The other players stand behind the throwing line and take turns in throwing at the guard's duck on the rock with their stones, trying to knock it from the rock. After each throw a player must recover his own duck and run back home beyond the throwing line. Should he be tagged by the guard while trying to do this, he must change places with the guard. The guard may tag him at any time when he is within the throwing line, unless he stands with his foot on his own duck where it first fell. He may stand in this way as long as necessary, awaiting an opportunity to run



DUCK ON A ROCK

home; but the moment he lifts his duck from the ground, or takes his foot from it, he may be tagged by the guard. Having once lifted his duck to run home with it, a player may not again place it on the ground.

The guard may not tag any player unless his own duck be on the rock. Before he may chase the thrower, he must therefore pick up his own duck and replace it should it have been knocked off. This replacing gives the thrower an opportunity to recover his own duck and run home; but should the duck not have been displaced from the duck rock, the thrower may have to wait either at a safe distance or with his foot on his own duck if he can get to it, until some other thrower has displaced the duck on the rock, and so engaged the time and attention of the guard. Several players may thus be waiting at once to recover their ducks, some of them near the duck rock with a foot on their ducks, others at a distance. Any player tagged by the guard must change places with him, placing his own duck on the rock. The guard must quickly recover his duck and run for the throwing line after tagging a player, as he in turn may be tagged as soon as the new guard has placed his duck on the rock.

A stone that falls very near the duck rock without displacing the duck may also prove disastrous to the thrower. Should a stone fall within a hand span (stretching from finger tip to thumb) of the duck rock without knocking off the duck, the guard challenges the thrower by shouting "Span!" whereupon he proceeds to measure with his hand the distance between the duck rock and the stone. Should the distance be as he surmises, the thrower of the stone has to change places with him, put his own duck on the rock, and become the guard. This rule cultivates expert throwers.

When used in a gymnasium, this game may best be played with bean bags, in which case one bag may be balanced on top of an Indian club for the duck on the rock.

The modern Greeks play this game with a pile of stones instead of the one rock or stake with the duck on top. The entire pile is then knocked over, and the guard must rebuild the whole before he may tag the other players. These variations make the game possible under varied circumstances, as on a flat beach, or playground where no larger duck rock is available, and add considerably to the sport.

DUMB-BELL TAG

5 to 30 or more players.

Gymnasium; playground; schoolroom.

The players stand, scattered promiscuously, one of their number, who is It, being placed in the center at the opening of the game. A dumb-bell is passed from one player to another, the one who is It trying to tag the person who has the dumb-bell. If he succeeds, the one tagged becomes It.

A great deal of finesse may be used in this game; in appearing to hand the dumb-bell in one direction, turning suddenly and handing it in another, etc. Players may move around freely, and the action is frequently diversified with considerable running and chasing.

In the **schoolroom** this may be played either with the players seated or standing.

EVERY MAN IN HIS OWN DEN

5 to 30 or more players.

Playground; gymnasium.

Each player selects for himself a den; a post, tree, or other objective point may serve for this, or the corner of a building, or if in a gymnasium, a piece of apparatus.

One player opens the game by running out from his den. The second player tries to catch (tag) him. The third player may try to catch either of these two, and so on. The object of the different players is to make captives of the others, as any player caught must thereafter join his captor in trying to catch others, thus eventually aggregating the different players into parties, although each starts separately, and any one may be the nucleus of a group should he be successful in catching another player. The players may only be caught by those who issue from a den after they themselves have ventured forth. For instance, Number Two goes out to catch Number One. Number Three may catch either Two or One, but neither of them may catch him. The last player out may catch any of the other players. At any time a player

may run back to his den, after which his again issuing forth gives him the advantage over all others who may then be out, as he may catch them. As the players are gradually gathered into different parties, the game becomes more concentrated, and the side wins that captures all of the players.

One player may catch only one opponent at a time.

EXCHANGE

(Numbers Change; French Blind Man's Buff)

10 to 30 or more players.

Parlor; gymnasium; playground.

One player is blindfolded and stands in the center. The other players sit in chairs in a circle around him. It is advisable to have the circle rather large. The players are numbered consecutively from one to the highest number playing.

The game may start with the players sitting in consecutive order, or they may change places at the outset to confuse the blindfold player, although the changing of places takes place very rapidly in the course of the game. The blindfold player calls out two numbers, whereupon the players bearing those numbers must exchange places, the blindfold player trying meanwhile either to catch one of the players or to secure one of the chairs. Any player so caught must yield his chair to the catcher. No player may go outside of the circle of chairs, but any other tactics may be resorted to for evading capture, such as stooping, creeping, dashing suddenly, etc.

This game may be one of the merriest possible games for an informal house party. The writer recalls one such occasion when a prominent manufacturer was blindfolded and had located two players whose numbers he called for exchange, one of them a newly graduated West Point lieutenant, the other a college senior. The business man stood in front of the chair occupied by the lieutenant and close to it, taking a crouching attitude, with his feet wide apart and arms outspread ready to grasp the victim when he should emerge from his chair. Noiselessly the lieutenant raised himself to a standing position in his chair, and then suddenly, to shouts of laughter from the company, vaulted over the head of his would-be captor, while at the same moment the collegian crawled between his feet and took possession of the chair.

FARMER IS COMING (THE)

10 to 30 or more players.

Playground; gymnasium.

One player, chosen to be the farmer, is seated. The remaining players, standing at a distance, select a leader who taps some of them on the shoulder as an invitation to go with him to the farmer's orchard for apples. Thereupon they leave their home ground, which has a determined boundary, and approach as near to the farmer as they dare. The game is more interesting if they can do this from various sides, practically surrounding him. Suddenly the farmer claps his hands and all players must stand still, while the leader calls out, "The farmer is coming!" The players try to get safely back to their home ground, the farmer chasing them. He may not start, however, until the leader has given his warning. Any player caught by the farmer changes places with him.

For the parlor or class room. — This game adapts itself well to indoor use, the farmer sitting on a chair in the middle of the room if in a parlor, or at the teacher's desk if in a schoolroom. The players are home when in their seats, and the farmer, to catch them, must tag them before they are seated.

This is a particularly enjoyable game for an older person to play with children, the former enacting the farmer.

FENCE TAG

4 to 30 or more players.

Indoors; out of doors; schoolroom.

This game is a great favorite with boys for outdoor play, but may also be used in the gymnasium, various pieces of apparatus being used in lieu of a fence.

A certain length of fence is chosen for the game. The one who is It gives the other players a slight start in which to vault over the fence, when he immediately vaults over and tries to tag them. This tagging may be done only when both players are on the same side of the fence.

The dodging is made almost or quite entirely by vaulting or dodging back and forth across the fence within the length or boun-

daries previously determined. Any player tagged must change places with the one who is It.

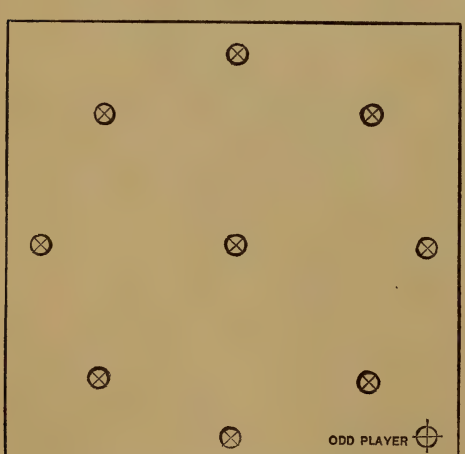
FOR THE SCHOOLROOM. — This game may be used in the schoolroom by vaulting over the seats. When played in this way, it is not allowable to reach across seats or desks to tag a player. The tagging must be done in the same aisle in which the tagger stands.

FIRE ON THE MOUNTAINS

10 to 30 or more players.

Playground; gymnasium.

A number of stools are placed in a circle with considerable space between them, there being two stools less than the number of players. If played out of doors, a stone may be used to sit on in place of a stool, or the players may stand, each on a spot or base marked on the ground. One of the odd players is a leader, and sits or stands in the center; the remainder are circle men and take each his place on a stool or base, the other odd man standing anywhere in the circle between the bases. The object of the game is for the circle men to change places on a signal given by the leader, each player trying to secure a stool and avoid being the odd man. The longer the distance between stools or bases the greater the sport. The running must be done in a circle outside of the bases, and no crosscuts through the circle are allowed. The player in the center repeats in rapid time the following lines: —



FIRE ON THE MOUNTAINS

"Fire on the mountain, run, boys, run!
You with the red coat, you with the gun,
Fire on the mountains, run, boys, run!"

At any time, at the close of the verse, or unexpectedly, by way of interruption to it, the center player will call "Stool!" or "Base!" when all of the players must change bases. There will thus be one odd player left out. This player then steps one side and is out of the game, taking with him a stool belonging to one of the players, so that the number of stools is reduced by one; if bases are used, one is crossed out to show it is out of the game. The center player, who remains caller throughout, then repeats the verse and the signal for changing.

For each round of the game one player and one stool are taken out of the circle, until but two players and one stool are left. These two finish the game by circling the stool and some objective point a couple of yards away; when the signal to change is then given, the last one of the two to reach the stool becomes the leader for the next game.

VARIATION. — This game may be played without eliminating a player for each round. In this form, each player who is left out when stools or bases are taken must pay a forfeit, but continues actively in the game. The forfeits are redeemed when each player has been odd man at least once.

In this form of the game, instead of having one leader throughout, the leader (center man) should try to secure a stool for himself when the others change, the odd man becoming leader. There should then be but one stool or base less than the number of players.

This is a Scotch game, the reference to signal fires on the mountains, to red coats, and guns, having an obviously historic origin.

FLOWERS AND THE WIND (THE)

4 to 30 or more players.

Indoors; out of doors.

This game is suitable for little children. The players are divided into two equal parties, each party having a home marked off at opposite ends of the playground, with a long neutral space

between. One party represents a flower, deciding among themselves which flower they shall represent, as daisies, lilies, lilacs, etc. They then walk over near the home line of the opposite party. The opposite players (who represent the wind) stand in a row on their line, ready to run, and guess what the flower chosen by their opponents may be. As soon as the right flower is named, the entire party owning it must turn and run home, the wind chasing them. Any players caught by the wind before reaching home become his prisoners and join him. The remaining flowers repeat their play, taking a different name each time. This continues until all of the flowers have been caught.

FOLLOW CHASE

10 to 30 or more players.

Gymnasium; playground.

The players stand in a circle with arms stretched sideways, resting on each other's shoulders, thus making a wide distance between. One player is chosen for runner and one for chaser. The game starts with the runner in one of the spaces under the outstretched arms of the players, and the chaser in a similar position on the opposite side of the circle. At a signal from a leader both start, the runner weaving in and out between the players or dashing across the circle in any way that he sees fit; but the chaser must always follow by the same route. If the runner be caught, he joins the circle; the chaser then takes his place as runner and chooses another player to be chaser.

The leader (who may be one of the players) may close the chase if it becomes too long by calling "Time!" when both runners must return to their places in the circle, new ones taking their places.

For large numbers there may be two or more runners and an equal number of chasers, or the players may be divided into smaller groups.

With various modifications, this game is found in many countries. As given here, it is of Italian origin.

FORCING THE CITY GATES

Reprinted from Dr. Isaac T. Headland's "The Chinese Boy and Girl," by kind permission of Messrs. Fleming H. Revell & Co.

FOLLOW THE LEADER

5 to 60 or more players.

Playground; gymnasium; parlor; schoolroom.

One player, who is especially resourceful or skillful, is chosen as a leader. The others all form in single file behind him, and imitate anything that he does. The leader aims to keep the line moving, and should set particularly hard tasks for them, such as climbing or vaulting over obstacles, under others, jumping to touch high points or objects, going through difficult feats, jumping certain distances, taking a hop, skip, and jump, walking backward, turning around while walking, walking or running with a book on the head, etc. Any one failing to perform the required feat drops out of the game or goes to the foot of the line; or at the pleasure of the players may pay a forfeit for the failure and continue playing, all forfeits to be redeemed at the close of the game.

FORCING THE CITY GATES

10 to 30 or more players.

Playground; gymnasium.

Two captains are selected, who alternately choose players until all are in two groups. The two sides then line up in two straight lines, facing each other about ten feet apart, and holding hands, each line representing the gates of a city. The captains dispose their men in line as they see fit, but it is advisable to alternate the larger or stronger players with the smaller or weaker ones, to equalize the strength at the points of attack. The captain of one side then names one of his players, who steps forward and tries to break through the hands of the opposing side, or he may dodge under them. If he does not succeed in one place, he may try in another, but may not have more than three trials. Should he succeed in breaking the opposing line or dodging under, he returns to his side, taking the two whose hands had been parted or evaded, as prisoners to reënforce his side. Should he fail in the third attempt, he is to remain on the side of his opponents. The captains alternate turns in sending forth a man to "force the city gates."

The players taken from the opposing side must thereafter work for the side to which they are taken captive, each prisoner being placed in the line between two of the original team. The side wins which eventually secures all of the opposing players. The action may be made more rapid where a large number are playing by sending out two or more players at once.

This is a Chinese game, recorded by Dr. Headland, who has kindly supplied additional points to the author. Some modifications for large numbers have been found advisable under American school conditions.

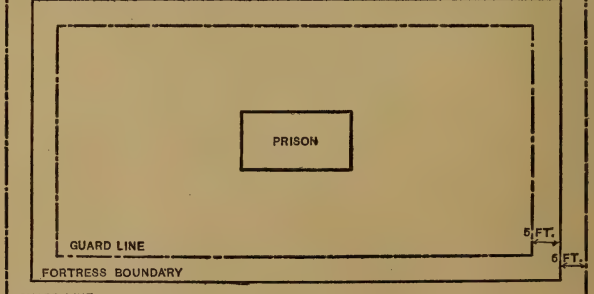
FORTRESS

10 to 100 players.

Out of doors; gymnasium.

This is one of the very strenuous games based on the idea of warfare. The underlying idea is exactly opposite to that of Robbers and Soldiers, being a game of attack and defense rather than of chase and capture.

A fortress is marked on the ground, in the shape of a large square or oblong, the size differing with the area at disposal and the number of players. It should be not less than twenty-five by



FORTRESS

forty feet in dimensions. One or more sides of this may be situated so as to be inclosed by a wall or fence. A line should be drawn five feet inside of the fortress boundaries and another five feet outside of it; these mark the guard lines or limits for making

prisoners. Each party should also have its prison — a small square marked in the center of the fortress for the defenders, and another at some distant point for the besiegers.

The players are divided into two equal parties, each under the command of a general, who may order his men at any time to any part of the battle. One party of players are defenders of the fortress, and should scatter over it at the beginning of the attack and keep a sharp lookout on unguarded parts at any time. The other players, forming the attacking party, scatter under the direction of their general to approach the fortress from different directions. This may be done in a sudden rush, or deliberately before attacking. At a signal from their general, the besiegers attack the fortress.

The method of combat is entirely confined to engagements between any two of the opposing players, and is in general of the nature of a "tug of war." They may push, pull, or carry each other so long as they remain upright; but wrestling or dragging on the ground are not allowed. Any player so forced over the guard line becomes a prisoner to his opponent and is thereafter out of the game. If he be a besieger, captured by a defender, he is placed within the prison in the center of the fortress, and may not thereafter escape or be freed unless the general should make an exchange of prisoners. Should he be a defender, pulled over the outer guard line by a besieger, he is taken to the prison of the attacking party, subject to the same rules of escape. In the general engagement, players of equal strength should compete, the strong players with strong ones, and *vice versa*. The commanders should each give general directions for this to their men before the engagement opens.

The battle is won by either party making prisoners of all of the opponents. Or it may be won by the besiegers if one of their men enters within the guard line inside the fortress without being touched by a defender. Should a player accomplish this, he shouts "Hole's won!" Whereupon the defenders must yield the fortress, and the two parties change places, defenders becoming besiegers, and *vice versa*. The possibility of taking the fortress in this way should lead to great alertness on the part of the defenders, as they should leave no point unguarded, especially a fence or wall which

the enemy might scale. The guard line should be drawn inside any such boundaries, and a player entering in this way must of course get inside the guard line as well as over the fence. The attacking party on its part will use all possible devices for dashing into the fortress unexpectedly, such as engaging the players on one side of the fort to leave an unguarded loophole for entering at another.

The attacking general may withdraw his forces at any time for a rest or for conference; either general may run up a flag of truce at any time for similar purposes. Under such conditions the generals may arrange for an exchange of prisoners; otherwise there is no means of freeing prisoners.

FOX AND GEESE

(For other games sometimes known by this title, see *Fox Trail*, and, in the division of Quiet Games, *Naughts and Crosses*.)

10 to 30 or more players.

Playground; gymnasium.

One player is chosen to be fox and another to be gander. The remaining players all stand in single file behind the gander, each with his hands on the shoulders of the one next in front. The gander tries to protect his flock of geese from being caught by the fox, and to do this spreads out his arms and dodges around in any way he sees fit to circumvent the efforts of the fox. Only the last goose in the line may be tagged by the fox, or should the line be very long, the last five or ten players may be tagged as decided beforehand. It will be seen that the geese may all coöperate with the gander by doubling and redoubling their line to prevent the fox from tagging the last goose. Should the fox tag the last goose (or one of the last five or ten, if that be permissible), that goose becomes fox and the fox becomes gander.

A good deal of spirit may be added to the game by the following dialogue, which is sometimes used to open it: —

The fox shouts tantalizingly, "Geese, geese, gannio!"
The geese reply scornfully, "Fox, fox, fannio!"
Fox, "How many geese have you to-day?"

Gander, "More than you can catch and carry away."
Whereupon the chase begins.

This game is found in almost all countries, under various names and representing different animals.

FOX AND SQUIRREL

20 to 60 players.

Schoolroom.

The players sit in their seats facing toward the aisles, so that each two adjacent lines have their feet in the same aisle and face each other. The game consists in passing or tossing some object (the squirrel), such as a bean bag, basket ball, or hand ball from one player across the aisle to another and back again, zigzagging down each aisle, to be followed at once by a second object (the fox); the effort being to have the fox overtake the squirrel before the end of the line is reached.

With very little children, passing is better than tossing; but with older children, or even with little ones, when more experienced, it is well to use the game as a practice for tossing and catching. The action should be very rapid. The game makes much sport for young children, and they are very fond of it.

FOX TRAIL (DOUBLE RIM)

(Fox and Geese; Half Bushel)

(See also *Fox Trail* (*Single Rim*).)

3 to 30 or more players.

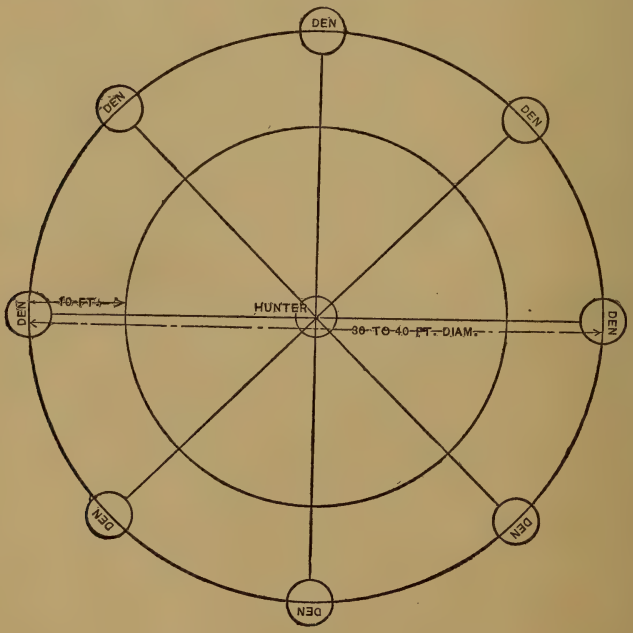
Out of doors; indoors; snow.

This form of Fox Trail, like the Single Rim game, is distinctively a snow game, but may be used anywhere that a large diagram may be marked on the ground or floor. This game differs from the Single Rim in the size and complexity of the diagram, there being two rims to the wheel instead of one. It also differs in the fact that there is one more player than the number of dens for the foxes, and in the methods by which the foxes may run or be chased.

A large diagram is drawn on the ground, resembling a wheel with two rims. In the snow this is trampled with the feet like a path; on bare ground or damp sand it may be drawn with the foot or a stick; in the gymnasium or on a pavement it may be drawn with

chalk. The outer rim should measure from thirty to forty feet in diameter; the inner rim should be ten feet from this. Across the circles are drawn straight lines resembling the spokes of a wheel, the number being governed by the number of players. Where these spokes touch the outer rim, a den or goal is marked for the foxes, there being one goal less than the number of foxes.

One player, who is chosen as hunter, stands at his goal in the center or hub of the wheel. The balance of the players, who are

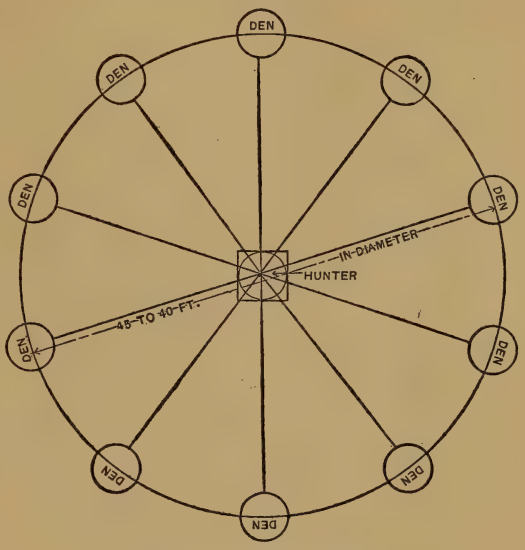


FOX TRAIL (Double Rim)

foxes, take each a place in a den on the outer rim, with the exception of the odd fox, who stands elsewhere on the rim, trying to get a den whenever he can. The object of the game is for the foxes to run from den to den without being caught by the hunter. The method of running, however, is restricted. Both foxes and hunter are obliged to keep to the trails, running only on the lines of the diagram.

It is considered poor play to run from den to den around the outer

rim, as there is practically no risk in this. The foxes may run in any direction on any trail, on the spokes of the wheel, or on either of the rims. They may turn off on the intersecting trail at any point, not being obliged to run entirely across to the opposite side of the rim, as in the simpler diagram given for the other game of this name. No fox, however, may turn back on a trail; having once started, he must keep on to the next intersecting point. Whenever the hunter succeeds in tagging a fox, the two players change places, the fox becoming hunter and the hunter fox.



FOX TRAIL (Single Rim)

This game is excellent sport, and is one of the most interesting and popular of the chasing games. It is one of the very few distinctive snow games.

FOX TRAIL (SINGLE RIM)

(Fox and Geese; Half Bushel)

(See also *Fox Trail* (*Double Rim*).)

3 to 20 players.

Out of doors; snow; seashore; gymnasium.

This is one of the few distinctive snow games, but may be played anywhere that a large diagram may be outlined on the ground. It is very popular with children, and makes an admirable game for older players as well. See the more complicated form, with double-rim diagram, preceding this.

A large circle from fifteen to thirty feet in diameter should be marked on the ground and crossed with intersecting lines like the

spokes of a wheel, there being about five such lines (ten spokes). The more players there are, the larger should be the circle and the greater the number of spokes; but there is no fixed relation between the number of spokes and players. If played in the snow, this diagram may be trampled down with the feet; if on the fresh earth or sand, it may be drawn with the heel or a stick; or if in a gymnasium or on a pavement, marked with chalk.

One player is chosen to be It or Hunter. He stands in the center, that is, on the hub of the wheel. The other players scatter around the rim and are foxes. They are not stationed at any one point as in the Double Rim game, but run or stand anywhere around the rim when not dashing across the spokes. The object of the game is for the foxes to cross the wheel to some opposite point without being tagged by the hunter. They may only run, however, on the prescribed trails,—that is, on the lines of the diagram. In this form of the game (the Single Rim diagram) they may run only straight across, and are not at liberty to turn an angle at the hub and seek refuge over any other trail than the direct continuation of the one on which they started. The hunter changes places with any one whom he tags.

FRENCH TAG

4 to 60 or more players.

Indoors; out of doors.

In this form of tag certain boundaries are agreed upon beyond which players may not run, though they may climb or jump over any obstacles within the boundaries.

Any player who goes outside of the bounds is at once declared to be It by the pursuer. Otherwise the game is like ordinary tag, any player who is tagged by the chaser becoming It. (See *Tag.*)

FROG IN THE MIDDLE

10 to 30 or more players.

Parlor; gymnasium; playground.

One player is chosen for the frog, and sits in the center on the floor with his feet crossed in tailor fashion. Where there are more

than twenty players, it is well to have at least two such frogs. The other players stand in a circle around the frog, repeating, "Frog in the sea, can't catch me!" They dance forward toward the frog and back, tantalizing him and taking risks in going near him, the object of the game being for the frog to tag any one of them, whereupon he changes places with such player. The frog may not at any time leave his sitting position until released by tagging another player.

GARDEN SCAMP

10 to 30 or more players.

Playground; gymnasium; schoolroom; parlor.

This game is a great favorite with children, and may be made an opportunity for much sport with youths and older players.

All but two of the players form a ring by clasping hands, the inclosure serving as the garden. Within this one of the odd players who is assigned to be the scamp takes his place. The other odd player, the gardener, moves around on the outside of the circle.

The gardener calls to the scamp inside, "Who let you in my garden?" and the scamp answers, "No one!" whereupon he starts to run away, the gardener chasing him. The gardener must take the same path followed by the scamp in and out under the arms of the players, who must lift their hands to let them pass. The gardener must also go through all of the movements performed by the scamp, who may jump "leapfrog" over any player in the circle, turn somersaults, crawl between the legs of a circle player, double unexpectedly on his path, circle around one of the players, or resort to any other device for making the chase difficult. If the scamp be caught, he becomes gardener, and the gardener joins the circle. The former scamp, now gardener, chooses a new scamp to go into the circle.

Should the gardener fail to follow in the exact path of the scamp, or to perform any of the feats or antics of the scamp, the gardener must at once join the ring, and the scamp then has the privilege of choosing a new gardener.

FOR THE SCHOOLROOM. — This game may be played by the entire class forming a circle around the room as close to the seats as

possible to leave room for the chase outside the circle. Where seats can be turned up, this should be done, to give the runners opportunity to cross and recross the center space easily. The scamp, however, may vault over seats in his efforts to escape or delay the gardener.

GOING TO JERUSALEM

10 to 60 or more players.

Parlor; gymnasium; schoolroom.

A row of chairs is placed in the center of the room, so that they face alternately in opposite directions, one chair to one side, the next to the opposite side, etc. There should be one chair less than the number of players. The game is most interesting when played with musical accompaniment.

The game starts with all the players seated in the row of chairs except one. This odd one is the leader, and his first object is to recruit the players for his trip to "Jerusalem." He carries a cane and walks around the row repeating, "I'm going to Jerusalem! I'm going to Jerusalem!" in singsong. Every few moments he stops at his discretion and knocks with his cane on the floor behind the chair of some player. Immediately the player thus summoned rises from his chair and follows the leader, sometimes having a lively scramble to encircle the row of chairs and catch up with him. The next player knocked for follows this one, and so on, until all are moving around in single file. The leader may reverse his direction at pleasure. This general hurry and confusion for the start may, with a resourceful leader, add much to the sport of the game.

When the players are all recruited, they continue to march around the row of chairs, the main object of the game being the scramble for seats when the music stops, or upon some other signal to sit if there be no music.

The musician will add to the interest of the game by varying the time of the march from slow and stately time to "double quick." At any moment, after all the players are marching, the music may stop suddenly. Whenever this happens, the players all scramble for seats. There will be one odd player left without a seat. This player is thenceforth out of the game and retires to

one end of the room, taking with him one of the chairs. This continues until there are only two players encircling one chair, and the one who secures it wins.

Where two players reach a chair at nearly the same time, the chair belongs to the one who first reached it, or who is sitting more fully on it. Sitting on the arm of a chair does not count, nor touching it with the hands or knees.

FOR THE GYMNASIUM. — When played in a gymnasium, a row of gymnasium stools may be used instead of chairs, and the gathering up of the players omitted, the game starting with the stools empty.

FOR THE SCHOOLROOM. — When played in the schoolroom, the game starts with all of the players ready to march, the first part of the game, in which they are recruited, being omitted. The class should march in serpentine form up one aisle and down the next, etc., instead of encircling a row of seats. There should be for a large class from one to six less seats than the number of players. For instance, one seat should be counted out in each row or each alternate row. The seat that is not in play may be designated by turning it up, if of that variety, and by placing a book on the desk belonging to it.

Wherever played, the game may be carried on without music, simply by the leader or teacher beating time and stopping when players are to sit; or he may give a signal or a command to "Sit!"

GOOD MORNING

10 to 60 or more players.

Schoolroom; parlor.

This is a very pretty sense-training game, — cultivating discrimination through the sense of hearing. Little children are very fond of it, and it is most interesting and surprising to note the development of perceptive power through the playing of the game.

One player blinds his eyes. He may do this by going to a corner of the room and facing the wall, with his hand over his eyes; or a very pretty method is to have him go to the teacher or leader, with his face hidden in her lap, and her hands on either side of his head, like the blinders of a horse.

The teacher then silently points to some other player in the class,

who rises at once and says, "Good morning, David!" (or whatever the child's name may be). The little guesser, if he has recognized the voice, responds with, "Good morning, Arthur!" (or other name). If he does not guess the voice after the first greeting, the child may be required to repeat it, until the guesser has had three trials. Should he fail on the third trial, he turns around to see who the player was, and changes places with him. If he names the right player, the guesser retains his position until he fails to guess the voice of the one greeting him, one player after another being required to stand and give the greeting "Good morning!"

When pupils have become somewhat proficient in the guesser's place, the others should be required to change their seats after the guesser has blinded his eyes, so that he will not be assisted in his judgment by the direction from which the voice comes, which is very easily the case where the other players are in their accustomed seats.

Of course the greeting will be varied according to the time of day, being "Good afternoon!" or "Good evening!" as may be appropriate. Occasionally, in a school game, a pupil from another room may be called in. Should a strange voice be heard in this way, the little guesser is considered correct if he answer, "Good morning, stranger!"

GUESS WHO

10 to 30 or more players.

Playground; gymnasium; parlor; schoolroom.

Where there are more than ten players, it is desirable to have them separated into several groups. Each group has a leader, and lines up in rank (side by side), with the leader in the middle. One odd player stands in front of the line, facing it.

The odd player asks: —

"Have you seen my friend?"

The line answers,

"No."

First player: —

"Will you go and find him?"

"Yes."

"Put your finger on your lips and follow me!"

The player in front then turns around and, with finger to his lips, runs to another part of the ground, all of the row falling in behind and following him, each player with finger on lips. When they have reached a new position, the first player stops with his back to the line, which re-forms in a new order under the direction of its leader, so that the players do not stand in the same relative positions as when the odd player faced the line. One player from the row selected by the leader now steps forward behind the odd player and says, trying to disguise his voice, "Guess who stands behind you!"

If the odd player guesses correctly, he retains his position, turns around, and the dialogue begins over again. If the guess be wrong, the one who is It changes places with the one whose name he failed to guess.

GYPSY

5 to 10 players.

Indoors; out of doors.

This is one of the traditional dramatic games, obviously an abbreviated form of *Mother, Mother, the Pot Boils Over!*

One player is selected for gypsy, and one for the mother. The others are children. The gypsy remains in hiding while the mother says to her children, pointing to the different ones in turn:—

"I charge my children every one
To keep good house while I am gone;
You and you, but specially you,
Or else I'll beat you black and blue."

The mother then goes away and blinds her eyes. During her absence the gypsy comes in, takes away a child, and hides her. The gypsy repeats this until all of the children are hidden. The mother returns and finds her children gone, whereupon she has to find them. When all have been found and brought back home, all chase the gypsy.

HANG TAG

10 to 100 players.

Playground; gymnasium.

One player is It, or chaser, and changes places with any other player whom he can touch (tag). In this form of the game, how-

ever, any player may escape being tagged by hanging from anything overhead which will enable him to lift his feet from the floor. When played out of doors, where there are trees, players will naturally jump to catch hold of the branches of the trees. In a playground or gymnasium pieces of apparatus may be used for the same purpose. A player is considered immune if, instead of hanging by his hands, he throws himself across some obstacle, such as a fence, which enables him to lift his feet from the ground.

The game is very uninteresting if players each choose a place and remain close to it in the intervals of the game; but it may be made full of sport if each will take risks and run from point to point, taunting the one who is It by going as near him as possible, or allowing him to approach closely before springing for the overhead support. The one who is It may not linger near any player to the extent of trying to tire him out in the hanging position, but must move rapidly from one to another.

A very interesting form of this game for the gymnasium allows no two players to hang from the same piece of apparatus; the last one taking possession has the right to remain hanging on the apparatus, the one before him being obliged to run at once for another place. This keeps the players moving and makes the game very lively.

TREE TOAD. — This is a form of Hang Tag played by the modern Greeks. It is played where there are trees, the players jumping to clasp the trunk of the tree as a means of lifting their feet from the ground when the branches are too high to reach. This makes a very funny, vigorous, and interesting form of the game, to be played in a grove or shaded lawn.

HAVE YOU SEEN MY SHEEP?

10 to 30 or more players.

Playground; parlor; gymnasium; schoolroom.

The players stand in a circle. One walks around on the outside, and touching one of the circle players on the back, asks, "Have you seen my sheep?" The one questioned answers, "How was he dressed?" The outside player then describes the dress of some one in the circle, saying, for instance, "He wears a red necktie; he is

dressed in gray and has low shoes." The one questioned then names the player whom he thinks this describes, and if right, at once begins to chase him around the outside of the circle. Each of the circle players must be very alert to recognize himself in the description given by the outside player, for immediately that he is named he must run around the outside of the circle, chased by the player who guessed, and try to reach his own place before being tagged. The one who gives the description does not take part in the chase. Should the runner be tagged before returning to his place, he must take the place of the questioner, running in his turn around the outside of the circle and asking of some player, "Have you seen my sheep?"

IN THE SCHOOLROOM. — The players remain seated, with the exception of the one who asks the first question of any player he chooses. This player at once stands, guesses the player described, and chases him around the room, the one chased trying to gain his seat before being caught. If caught, he becomes questioner; if not caught, the same questioner and guesser play as before.

HIDE AND SEEK

The following games of hiding and seeking will be found in alphabetical order:—

Hide and Seek
I spy!
Ring-a-lie-vio
Run, Sheep, Run!
Sardines
Smuggling the Geg
Ten Steps
Yards Off

HIDE AND SEEK

2 to 20 or more players.

Indoors; out of doors.

This is a simple form of "I spy," played by very little children. One covers his eyes or blinds and the others hide. When securely hidden, they call "Coop!" and the one who is It goes in search of them. The call of "Coop!" may be repeated at the discretion of the hider. In this game the object is won when the searcher discovers the hidden players. There is no race for a goal as in "I spy."

HIDE THE THIMBLE

(Magic Music)

5 to 60 players.

Schoolroom; parlor.

One player is sent from the room; while absent, one of those remaining hides a thimble, a cork, or some small object which has been previously shown to the absent one. When the object is hidden, the absent player is recalled, and proceeds to hunt for the hidden object. While he is doing this, the others sing or clap their hands, the sound being very soft and low when the hunter is far away from the object, and growing louder as he approaches it. The piano music is desirable, but for schoolroom use singing is found to be more interesting for all, as well as often more practicable. For very little children hand clapping is pleasing and sometimes more easily used than singing.

HIGH WINDOWS

10 to 30 or more players.

Playground; gymnasium.

All of the players but one join hands in a circle. The odd player in the center runs around on the inside of the circle and hits one of the players with a wisp of grass, if the game be played out of doors, or tags him if played indoors. Both players then run out of the circle, it being the object of the player who is tagged to catch the odd player before he can run three times [illegible] the outside of the ring. As the runner completes his third time [illegible] the players in the circle cry "High Windows!" and raise their clasped hands to let both of the players inside. Should the one who is being chased succeed in entering the circle without being tagged, he joins the circle and the chaser takes his place in the center. Should the chaser tag the pursued before he can circle the ring three times and dodge inside at the close, the chaser returns to the circle and the one caught goes again into the center.

It is permissible to vary the chase by running away from the immediate vicinity of the circle. Should the chase then become too

long, the circle players may call "High Windows!" as a signal for the runners to come in. This call is made at the discretion of a leader, whether he be one of the circle players appointed for that purpose, or a teacher.

HILL DILL

10 to 30 or more players.

Playground; gymnasium.

Two parallel boundary lines are drawn from thirty to fifty feet apart; or the game is often played between the curbings of a street, which serve as boundaries. One player is chosen to be It, and stands in the center. The other players stand in two equal parties beyond the boundary lines, one party on each side. The center player calls out, "Hill, dill! come over the hill!" The other players then exchange goals, and as they run across the open space the one in the center tries to tag them. Any who are tagged assist him thereafter in tagging the others.

This game is not well adapted to very large numbers of players, as it brings two opposing parties running toward each other in the exchange of goals. It is especially suited to conditions where a very wide central field lies between the goals, thus giving opportunity for the players to scatter.

HIP

5 to 30 or more players.

Playground.

All of the players stand in an informal group. One of them is provided with a stick about the size of a broomstick and about two feet long. He throws this as far as he can, at the same time calling the name of one of the other players. The one who threw the stick, and all the others except the one whose name is called, then scatter in a run. The one who is called must pick up the stick, whereupon he becomes "Hip" and must chase the other players. Any player whom he catches he touches with the stick (pounding not allowed), and that player at once joins him in trying to catch the others. Any one caught by the second player, however, must be held by him until Hip can come and touch the prisoner

with the stick, whereupon he also joins Hip's party. As the number of players with Hip increases, there may be some pretty lively "tussling" on the part of players who are caught, pending the arrival of Hip to touch them with the stick, as he may have several to reach in this way, and the interval may be considerable in which the captor must hold his victim. The game ends when all of the players have been touched by Hip.

HOME TAG

4 to 60 or more players.

Indoors; out of doors.

One player is It, or chaser, and changes places with any one whom he can touch (tag) outside of the safety places called homes. One or more such places are chosen to which the players may run at any time for safety. It is advisable to have these homes widely separated, as at opposite ends of the playground. If the players resort to these homes too frequently to make a good game, the chaser may call

"Three times three are nine;
Who does not run is mine."

Whereupon every player must run out from his home or goal, or change places with the tagger.

HOPPING RELAY RACE

10 to 100 players.

Playground; gymnasium; schoolroom.

A starting line is drawn on the ground, behind which the players stand in two or more single files, facing a goal. The goal should be ten or more feet from the starting line, and may consist of a wall, or a line drawn on the ground. At a signal the first player in each line hops on one foot to the goal, touches it with his hands (stooping for this if it be a line on the ground), and hops back to the end of his line, which should have moved forward to fill his place as he started. He takes his place at the rear end of the line. He tags the first player in the line as he passes him, and this player at once

hops forward to the goal. Each player thus takes his turn, the line winning whose last player first reaches the rear of his line, and there raises his hand as a signal.

If the game be repeated, the hopping in the second round should be on the opposite foot.

FOR THE SCHOOLROOM. — This may be played in the class room by having an equal number of pupils in each row of seats. The players remain seated until it is their turn to hop, each hopping from his own seat to the forward blackboard and back to his seat again; or the distance may be made greater by continuing past his seat to the rear wall and then back to his seat again. The game starts with those in the rear seats. Each pupil as he takes his seat tags the pupil seated next in front of him, who takes this as a signal to start. The line wins whose player in the front seat first returns and raises a hand to show he is seated.

HOUND AND RABBIT

10 to 60 or more players.

Playground; gymnasium; schoolroom.

A considerable number of the players stand in groups of three, with their hands on each other's shoulders, each group making a small circle which represents a hollow tree. In each tree is stationed a player who takes the part of rabbit. There should be one more rabbit than the number of trees. One player is also chosen for hound.

The hound chases the odd rabbit, who may take refuge in any tree, always running in and out under the arms of the players forming the tree. But no two rabbits may lodge in the same tree; so as soon as a hunted rabbit enters a tree, the rabbit already there must run for another shelter. Whenever the hound catches a rabbit, they change places, the hound becoming rabbit and the rabbit hound. Or the hound may at any time become a rabbit by finding shelter in an empty tree, whereupon the odd rabbit who is left without shelter must take the part of the hound.

This game may be made very lively, and has much sport in it even for adults. The trees should be scattered promiscuously, so that both rabbits and hound

may have many opportunities to dodge and run in various directions, with false starts and feints that add zest and interest to such a game.

For large numbers of players it is advisable to give each a better chance to participate actively in the game by having the rabbits and trees change parts whenever a rabbit is caught. The hound, and the rabbit who was caught, then choose their successors.

HOW MANY MILES TO BABYLON?

10 to 100 players.

Indoors; out of doors.

The players are divided into two lines and stand facing each other, with a distance of about ten feet between. Each line numbers off in twos, and the players in each line take hold of hands. The following dialogue takes place between the two lines, all of the players in a line asking or answering the questions in unison. The lines rock forward and backward during the dialogue from one foot to another, also swinging the clasped hands forward and backward in time to the rhythm of the movement and the words. The time should be rapid.

The first line asks: —

"How many miles to Babylon?"

Second line: —

"Threescore and ten."

"Will we be there by candle light?"

"Yes, and back again."

"Open your gates and let us through."

"Not without a beck [courtesy] and a boo [bow]."

"Here's a beck and here's a boo,
Here's a side and here's a sou;
Open your gates and let us through."

As the players in the first line say, "Here's a beck and here's a boo," they suit the action to the words, drop hands, and make each a courtesy, with wrists at hips for the "beck," and straighten up and make a deep bow forward for the "boo"; assume an erect position and bend the head sideways to the right for "Here's a side," and to the left for "Here's a sou." Then the partners clasp hands and all run forward in eight quick steps in the same rhythm as

HOW MANY MILES TO BABYLON?

the dialogue that has been repeated, each couple passing under the upraised hands of the opposite couple, which represent the city gates. Having taken the eight steps, the running couple turns around, facing the other line from the opposite side. This is done in four running steps, making twelve steps in all. The couples that made the gates then turn around in four running steps (a total of sixteen steps or beats) until they face the first line, when they in turn begin the rocking motion and the dialogue, "How many miles to Babylon?" This is repeated indefinitely, each line being alternately the questioners and the gates.

The time in which the lines are repeated and the accompanying movements should be very brisk and rapid, so as to give life and action to it. The start forward in the run when the couples pass through the gates should be made with a decided stamp or accent on the first step; and the last step with which they turn in place, facing the line after they have passed through the gates, should have a similar accent. The questions and answers should be given with varied intonation to avoid monotonous singsong.

Mrs. Gomme ascribes the origin of this game to a time when toll was required for entrance into a city, or for the carrying of merchandise into a walled town. The form here given is of Scottish origin, gathered by the writer, and is different from any published versions that have been consulted.

HUCKLE, BUCKLE, BEAN STALK

5 to 60 players.

Schoolroom; parlor.

This game is a form of Hide the Thimble.

A thimble, cork, ring, or other small object may be used for hiding. All of the players leave the room save one, who places the object in plain sight but where it would not be likely to be seen, as on the top of a picture frame, in a corner on the floor, etc. It may be placed behind any other object, so long as it may be seen there without moving any object. This hiding will be especially successful if some hiding place can be found near the color of the object; for instance, if the object be of metal, to hang it from the key of a door, put it in the filigree of a vase, etc. When the object has been placed, the players are called into the room, and all begin to look for it. When one spies it, he does not at once dis-

close this fact to the others, but quietly takes his seat, and when seated, says, "Huckle, buckle, bean stalk!" which indicates that he knows where the object is. The game keeps on until all of the players have located the object, or until the teacher or leader calls the hunt closed. The first one to find the object hides it for the next game.

HUNT (THE)

10 to 30 or more players.

Playground; gymnasium.

The ground is marked off with two goals at opposite ends by parallel lines drawn entirely across it. The space between the lines should measure from thirty to fifty or more feet. One player is chosen for hunter, who stands in the center. The other players are named in groups from various animals; thus there will be several lions, several tigers, etc. These groups are divided so that part stand in one goal and part in the other, the number of players being equal in each goal when the game opens.

The hunter, standing in the center, calls the name of any animal he chooses, whereupon all of the players bearing that name must change goals. The hunter tries to catch them while they are in his territory. The first player caught must thereafter help the hunter in catching the others. The second player caught changes places with the first, the first one then being placed in a "cage" at one side of the playground and is out of the game. The game ends when the hunter has caught all of the animals.

There are several games very similar to this, but all of them have distinctive points that make them quite different in playing. In the present game the hunter has the advantage of chasing players running from both directions, but there is a comparatively small number of these, and he is placed at the disadvantage of not usually knowing just which players bear the names of certain animals.

HUNT THE FOX

20 to 60 or more players.

Playground; gymnasium.

The players stand in two parallel lines or files facing to the front, with about five feet distance between the files, and considerable

distance between each two players in a file, so that the runners may have space to run between them. The head player of one file is a fox and the head player of the opposite file the hunter.

At a signal the fox starts to run, winding in and out from one side to the other of his file until he reaches the bottom, when he turns and comes up the opposite file. The fox is not obliged to run between each two players, but may skip any number that he wishes, and choose his own track. The hunter must follow in exactly the same trail, being obliged, should he make a mistake, to go back to the point at which he diverged from the path of the fox. If the fox succeeds in getting back to the head of the second file without being caught, he is considered to have escaped, and takes his place at the foot of his own file. Should he be caught by the hunter, he changes places with the latter, the hunter going to the foot of the fox's file, and the fox taking the hunter's original place at the head of his file. The second player in the fox's file, who should have moved up to the front to keep the lines even, is then fox for the next chase.

HUNT THE SLIPPER

10 to 30 or more players.

Parlor; seashore; gymnasium.

All of the players but one sit in a circle, with the feet drawn up and knees raised so that a slipper may be passed from hand to hand of each player under his knees. Where both boys and girls are playing, it is desirable to have the girls alternate as much as possible with the boys, as the slipper is more readily hidden under their skirts. The players pass the slipper or bean bag around the circle under the knees, the object being on their part to evade the vigilance of the odd player, who runs around on the outside of the circle trying to touch the person who holds the slipper. Many devices may be resorted to for deceiving the hunter, such as appearing to pass the slipper when it is not in one's hands, or holding it for quite a while as though the hands are idle, although it is not considered good sport to do this for very long or often. The players will use every means of tantalizing the hunter; for instance, when he is at a safe distance, they will hold the slipper up with a

shout, or even throw it to some other person in the circle, or tap the floor with it. When the hunter succeeds in catching the player with the slipper, he changes places with that player.

When the circle of players is very large, the odd player may take his place in the center instead of outside the circle.

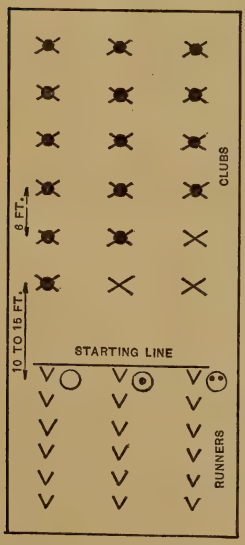
INDIAN CLUB RACE

10 to 100 players.

Gymnasium; playground.

This game is an adaptation of the Potato Race. See also the related game *All Up Relay.*

The players are lined up in two or more single files, the first players standing with toes on a starting line. A small circle is marked on the ground to the right of the first player in each file, and just within the starting line. A series of six small crosses is also marked on the ground in front of each line, at intervals of six feet apart, continuing in the same direction as the file, the first one being ten or fifteen feet from the starting line. An Indian club is placed on each cross. At a signal, the first runners rush forward, each picks up a club, returns, and places it (standing upright) within the small circle, beside his starting place, returns for another, and so on until all six clubs are within the circle. The first players, having finished, pass to the rear of their respective lines, which move up to the starting line.



INDIAN CLUB RACE

At a signal the next row of players take each a club and return it to one of the crosses, returning for another, etc., until all are placed. The next runners return the clubs to the circle, and so on until each player in the files has taken part. The file wins whose last player is first to get back to the starting line after

placing the last club. In case of a tie, the last three players from the tied files may be required to repeat the play.

This is one of the best games for training in self-control, and a teacher should strictly enforce the rules. Any player starting over the line before the signal, or standing with the foot beyond it before starting, should go back and start over again. Whenever a club falls down, or is not placed on the cross or in the circle, the player who placed it must go back and stand it upright or it counts as a foul.

I SAY, "STOOP!"

5 to 60 or more players.

Playground; gymnasium; schoolroom.

This game is a variation of the old familiar game "Simon says," but calls for much more activity than the latter game.

The players stand in a circle, and in front of them the leader or teacher. The teacher says quickly, "I say, stoop!" and immediately stoops himself and rises again, somewhat as in a courtesy. The players all imitate the action; but when the leader says, "I say, stand!" at the same time stooping himself, the players should remain standing. Any who make a mistake and stoop when the leader says, "I say, stand!" are out of the game.

This may be made a very amusing little game to fill in a few dull moments, and when used in the schoolroom, it serves to refresh tired minds very quickly. The leader should speak and move very rapidly and make unexpected variations in the order in which the two commands are given.

I SPY

(See *Hide and Seek* for list of other games of this type.)

3 to 30 or more players.

Out of doors; indoors.

One player is chosen to be the spy, who blinds his eyes at a central goal while the other players scatter and hide. The spy counts

one hundred, upon the completion of which he announces his readiness to take up the hunt by shouting aloud: —

"One, two, three!
Look out for me,
For I am coming and I can see!"

Or he may shout only the word "Coming!" as he leaves the goal, or merely the last count, "One hundred!" The spy endeavors to detect as many hidden players as possible, and for each player must dash back to the goal, hit it three times, and call out, "One, two, three for ——," naming the player. Should he make a mistake in identity, the player really seen and the one named by mistake are both free and may return to the goal without further danger. As soon, however, as a player knows he has been detected by the spy, he should race with the latter for the goal, and should he reach it first, should hit it three times and call out, "One, two, three for me!" Any player who can thus make the goal after the spy has started on his hunt may save himself in this way, whether he has been detected or not. Should all of the players save themselves in this way, the same spy must blind for the next game. This, however, seldom happens. The first one caught by the spy, that is, the first one for whom he touches the goal, becomes spy for the next game.

JACK BE NIMBLE

10 to 60 players.

Indoors; out of doors; schoolroom.

This game is suitable for very little children. Some small object about six or eight inches high is placed upright on the floor to represent a candlestick. This may be a small box, a book, bottle, or anything that will stand upright; or a cornucopia of paper may be made to answer the purpose. The players run in single file and jump with both feet at once over the candlestick, while all repeat the old rhyme: —

"Jack be nimble,
Jack be quick,
And Jack jump over the candlestick."

When there are more than ten players, it is advisable to have several candlesticks and several files running at once. In the schoolroom there should be a candlestick for each two rows of players, and these should encircle one row of seats as they run.

JACOB AND RACHEL

10 to 30 or more players.

Playground; gymnasium; parlor.

All of the players but two form a circle with clasped hands. The two odd players are placed in the center, one of them, "Jacob," being blindfolded. The object of the game is for Jacob to catch the other player, "Rachel," by the sound of her voice; but Rachel is supposed to be rather coy, and to do all in her power to avoid being caught by Jacob, even though she answer his questions.

Jacob begins the game by asking, "Rachel, where art thou?" Rachel replies, "Here am I, Jacob," and immediately tiptoes to some other point in the ring, trying to evade Jacob's outstretched hands as he gropes for her. Rachel may stoop to evade being caught, or may dash from one side of the ring to the other, or resort to any tactics except leaving the ring. Jacob may repeat his question whenever he wishes, and Rachel must answer each time.

When Rachel is caught, Jacob returns to the ring, Rachel is blindfolded and chooses a new Jacob, this time taking the aggressive part and seeking him with the question, "Where art thou, Jacob?" etc.

When the game is played by both boys and girls, the names are used properly, but where all boys or all girls are playing, the same names are used, but one of the party is personated by a player of the opposite sex.

JAPANESE CRAB RACE

2 to 60 or more players.

Gymnasium; playground.

If there be but few players for this game, it may be played as a simple race, without the relay feature, as here described. For large numbers the relay idea will be advisable.

The players are lined up behind a starting line, in from two to five single files, each containing the same number. Opposite each file, at a distance of from twenty-five to forty feet, there should be drawn a circle about three feet in diameter. The game consists in a race run backward on feet and hands (or "all fours") to the circles. To start, the first player in each file gets in position, with his heels on the starting line and his back to the circle for which he is to run; and all start together at a signal, the player who first reaches his circle scoring one point for his team. Others follow in turn.

Until one has tried this, it would be difficult to realize how thoroughly the sense of direction and the power to guide one's movements are lost while running in such a position. It is one of the jolliest possible games for the gymnasium.

JAPANESE TAG

4 to 60 or more players.

Indoors; out of doors.

One player is chaser, or It, and tries to touch or tag all of the other players, the one tagged then becoming chaser. In this form of the game, however, whenever a player is touched or tagged, he must place his left hand on the spot touched, whether it be his back, knee, elbow, ankle, or any other part of the body, and in that position must chase the other players. He is relieved of this position only when he succeeds in tagging some one else.

As in other tag games where there are large numbers of players, several players may take the part of the tagger, or It, at the same time.

JOHNNY RIDE A PONY

10 to 60 players.

Playground; gymnasium.

This is a game of leapfrog. The players are divided into two even parties, except for one leader, one party being the ponies and the other the riders, or Johnnies. The ponies form one long back as follows: one player stands upright against a wall or fence; the first back stoops in front of this leader, bracing his head against

him; the other players grasp each the waist of the player in front, and stoop with the heads against him or turned to one side (away from the jumper). When the backs (ponies) are ready, the riders all run toward them from the side, each rider vaulting from the side on to the back of one pony. The ponies try in every way, except by straightening up, to throw their riders while the leader counts fifty. If a rider be made to touch even one foot to the ground, the ponies have won and score a point, the riders exchanging places with them. If the ponies fail in this attempt, they must be ponies again. The side wins which has the highest score at the end.

JUMPING RELAY RACE

10 to 60 or more players.

Playground; gymnasium; schoolroom.

The players are lined up in several single files behind a starting line which is drawn at from ten to fifty feet from a finishing line which should be parallel to it. At a signal the first players in each file, who have been standing with their toes on the starting line, jump forward with both feet at once and continue the jumping to the finish line, when they turn and *run* back to the starting line. Each player, on returning to the starting line, should touch the hand of the next player in his file, who should be toeing the line ready to start, and should begin jumping as soon as his hand is touched by the return player. The first jumper goes at once to the foot of the line, which moves up one place each time that a jumper starts out, so that the next following player will be in position on the line.

The file wins whose last player first gets back to the starting line.

JUMPING ROPE

(Skipping)

3 to 100 players.

Playground; gymnasium.

Jumping a rope is admirable for both boys and girls, combining much skill with invigorating exercise. It should always be done on the toes, with a

"spring" in the ankles and knees to break the jar, and should not be carried to a point of exhaustion. It may be made one of the most interesting competitive games for large numbers, lined up in relay formation and jumping in turn over a long rope. There should then be one rope for each line. A score should be kept for each team, each feat successfully performed by a player scoring one point for his or her team. For each round, each player in all teams should perform the same feat.

The different series following are for:—

I. Small single rope.
II. One large rope.
III. Two large ropes.
IV. Large single rope and small individual rope.

The small single rope or individual rope should be about six feet long for the average player. A good general rule is to have it just long enough to reach to the shoulders on each side while the player is standing on it.

A rope not made with handles at the ends should have a knot tied at either end, to prevent untwisting and to give a firm hold. Every jumper knows how to twist the ends around the hands to make shorter a rope that is too long.

A long rope should be heavy and from ten to twenty feet in length. It should be turned by two players while one or more jump, as indicated. When not used for athletic competition, any player failing in the jumping should change places with one of the turners; that is, should "take an end."

I. Small Single Rope

1. Standing in one place, the jumper turns the rope forward and jumps on the toes of both feet for from ten to twenty-five counts. Prolonged jumping beyond this number to the point of exhaustion should not be done.

2. Standing in one place, jump five counts on one foot and then five on the other.

3. Jump as in 1 and 2, but turn the rope backward instead of forward.

4. Running and skipping, the rope turned forward.

5. Running and skipping, the rope turned backward.

6. Running and skipping, one player in the rope and two others running and turning the rope. The one who is skipping repeats the verse: —

Butterfly, butterfly, turn around;
Butterfly, butterfly, touch the ground;
Butterfly, butterfly, show your shoe;
Butterfly, butterfly, twenty-three to do.

JUMPING ROPE ON THE ROOF PLAYGROUND OF A PUBLIC SCHOOL

7. All of the above with two jumpers, each turning one end of the rope, the inner hands resting on each other's shoulders.

8. As in 7, but with two jumpers, one standing behind the other instead of side by side, a hand of the rear jumper being placed on a hip of the one in front. Each turns one end of the rope.

II. One Large Rope

1. The rope should be turned toward the jumper, who should run under.

2. Rope turned away from the jumper, who runs under.

3. Run in; jump once and run out on the opposite side; the rope turned toward jumper.

4. Run in, jump once, run out on the opposite side; rope turned away from jumper.

5. Repeat 3 and 4, jumping five or more times before running out.

6. Run in, jump once, and run out backward.

7. The player runs in and jumps while the turners say, "Salt, pepper, mustard, cider, vinegar," increasing the speed with which the rope is turned as the word *vinegar* is said.

8. "Rock the Cradle." The turners of the rope do not make a complete circle with it, but swing it from side to side in a pendulum motion. In this position the player runs in and jumps from one to five times and runs out on the other side.

9. Run in (*a*) with the rope turned toward the jumper, and then (*b*) away from the jumper, and jump five times and run out, the hands meanwhile being placed in some particular position, such as held out sideways at shoulder level, clasped behind, placed on the shoulders, or head, or hips, etc.

10. Run in, first with the rope turned toward the jumper and then away from the jumper, and jump in various ways — as on both feet at once; on one foot; on the other foot; on alternate feet with a rocking step, changing from one foot to the other.

11. "Chase the Fox." The jumpers, instead of taking single turns until each has missed, choose a leader or fox who goes through the various jumps as described, all of the others following in single

file. For instance, the fox runs under the rope without skipping; the others all follow. The fox then turns and runs back; the others follow. The fox runs in and takes any of the jumps described above and runs out, the others in turn following.

12. Repeat all of the above jumps, running in in pairs, threes, etc.

13. "Calling in." A player runs in and jumps three times, calling some one in by name on the second jump. They jump once together, and the first player runs out on the opposite side. The second player, in turn, calls some one in on his second jump, etc.

14. A player runs in, calls some one in on the first jump, and continues jumping to five and then runs out. The player called in calls another on his first jump, etc., until there are five jumping at one time. It will probably be necessary for players to run out on opposite sides.

15. "Begging." Two players run into the rope and jump together side by side. While jumping, they change places. One player starts this by saying, "Give me some bread and butter;" and the other, while changing, answers, "Try my next-door neighbor." This is continued until one trips.

16. A player runs in, turns halfway around in two jumps, and runs out on the same side.

17. A player runs in, turns all the way around in two jumps, and runs out on the opposite side.

18. "Winding the Clock." A player runs in, counts consecutively from one to twelve, turning halfway around each time, and then runs out.

19. "Drop the Handkerchief." A player runs in, and while skipping, drops his handkerchief, and on the next jump picks it up again, reciting the lines: —

> "Lady, lady, drop your handkerchief;
> Lady, lady, pick it up."

20. "Baking Bread." A player runs in with a stone in his hand, and while jumping places it on the ground, straightens up, picks up the stone again, and runs out.

21. A player runs in and works his way while skipping toward

one end of the rope. He says to the turner at that end, "Father, give me the key." The turner says, "Go to your mother." The player then jumps to the opposite end of the rope and says, "Mother, give me the key;" and the turner at that end answers, "Go to your father." This is continued a certain number of times, or until the player trips.

III. Two Large Ropes

In this series two ropes are turned at one time, and this requires considerable skill on the part of the turners and a great deal on the part of the jumpers. When two ropes are turned inward toward each other, the turn is called "Double Dodge," or "Double Dutch." When the two ropes are turned outward, away from each other, the turn is called "French Rope."

1. While the two ropes are turned inward, the players run in, jump, or skip over each rope in turn as it comes, and run out on the opposite side.
2. Number one is repeated, taking the fancy jumps described under I for the single rope.
3. The two ropes are turned outward, and the players run in, jump, and run out, as described above.
4. "Chase the Fox." This is played with the ropes turning either Double Dodge, or French Rope, and any of the fancy jumps mentioned previously are taken, the players going through in single file, following a leader, the fox, who chooses the feat which all are to perform.

IV. Large Single Rope and Small Individual Rope

While two turners keep the large rope turning, a player turning and skipping his own small rope goes through the following feats: —

1. The player stands in and jumps five times, both the large and small ropes starting together. He then runs out forward.
2. While turning and skipping his own individual rope, the player runs under the large rope.
3. The player runs in while his own rope is turning, jumps five times, and runs out on the opposite side.
4. The player stands in, jumps five times, and runs out backward.

5. The player runs in while turning his individual rope backward, jumps three times, and runs out.

6. A player jumps in the large rope, at the same time turning and jumping in his own individual rope. Another player runs in, facing him, in the small rope, jumps with him, and then runs out again without stopping either rope.

JUMP THE SHOT

(Sling Shot)

10 to 60 or more players.

Playground; gymnasium.

For this game a shot bag, such as is used to weight the ends of the rope that is drawn over jump standards, may be used, and the game takes its name from this. This bag, however, being heavy and hard, may lead to accidents by hitting the ankles of players, and other things are more desirable unless the players be expert. A bean bag, sand, or oat bag will do just as well, tied to the end of a rope.

The players stand in a circle, with one in the center holding a rope with a weight on the end. The center player swings the rope around to describe a large circle on the floor, with a sufficient length of rope to place the bag in line with the feet of those in the circle. The circle players jump to avoid being caught around the ankles by the rope. Any one caught in this way must retire from the circle, the player winning who longest retains his place.

KALEIDOSCOPE

(Flower Garden)

5 to 30 or more players.

Schoolroom; parlor; playground.

This is a quiet game, and makes a pleasant and restful change from more active games. It may be correlated with geography, history, literature, and many other subjects.

The players are all seated, with the exception of from four to six, who stand in a line in front of their fellows, each being given, or choosing, the name of a color, — red, violet, green, etc. The players who are seated then close their eyes, and those who

represent colors change places in the line. When they are rearranged, those who are seated open their eyes, and being called upon individually, try to name the colors in their new arrangement, the game being a test of memory.

IN THE SCHOOLROOM, and for little children, to give more activity the colors should scatter and run around the room after being named, halting on a signal. The player who is to name them then runs around the room to the different ones as they stand scattered in this way, naming each as he reaches him.

CORRELATION. — This game may be correlated with any academic subject in which familiarity with proper names is desired; as in

History. — By using the names of generals or statesmen from a given period instead of the colors.

Geography. — The names of capital cities, states, rivers, etc.

Literature. — The names of the works of a given author; of the authors of a period, or of the characters in a book or play.

Nature study. — The names of birds, trees, flowers, or any other branch of nature study may be used.

LADY OF THE LAND

4 to 10 players.

Indoors; out of doors.

This is one of the old dramatic games in which various parts are enacted by the different players.

One player takes the part of a lady and stands alone on one side. Another represents a mother, and the balance are children, from two to eight in number, whom the mother takes by the hand on either side of her, and approaches the lady, repeating the following verse; the children may join with her in this if desired: —

"Here comes a widow from Sandalam,
With all her children at her hand;
The one can bake, the other can brew,
The other can make a lily-white shoe;
Another can sit by the fire and spin;
So pray take one of my daughters in."

The lady then chooses one of the children, saying: —

"The fairest one that I can see
Is pretty [Mary]; come to me."

Mother: —

"I leave my daughter safe and sound,
And in her pocket a thousand pound.
Don't let her ramble; don't let her trot;
Don't let her carry the mustard pot."

The mother then retires with the other children, leaving the daughter chosen with the lady. This daughter sits down behind or beside the lady. As the mother retires, the lady says, under her breath, so that the mother may not hear: —

"She shall ramble, she shall trot;
She shall carry the mustard pot."

This entire play is repeated until all of the children have been chosen and left with the lady. The mother then retires alone, and after an interval in which several days are supposed to have elapsed, calls to see her children. The lady tells her she cannot see them. The mother insists, and the lady finally takes her to where they are sitting.

The mother goes to one child and asks how the lady has treated her. The child answers, "She cut off my curls and made a curl pie and never gave me a bit of it!" The mother asks the next child, who says she cut off her ear or fingers, etc., and made a pie, not giving her a bit of it. When all have told the mother what the lady has done to them, they all rise up and chase the lady; when captured, she is led off to prison.

This is one of the oldest traditional dramatic games, and is found in some form in almost all countries. Sometimes the mother is supposed to be poor, and bestows her children upon the wealthy lady of the land for adoption. It is thought possibly to have come from the country practice in European countries of hiring servants at fairs.

LAME FOX AND CHICKENS

10 to 30 or more players.

Playground; gymnasium.

One player is chosen for the fox, and stands in a den marked off at one end of the playground. The rest are chickens, and have a chicken yard at the opposite end of the ground. The chickens

advance as near as they dare to the den of the fox and tease him by calling out: "Lame fox! Lame fox! Can't catch anybody!" The lame fox may take only three steps beyond his den, after which he must hop on one foot, trying to tag the chickens while hopping. All tagged become foxes and go home with him, thereafter sallying forth with him to catch the chickens. They must all then observe the same rule of taking but three steps beyond the den, after which they must hop. Should any fox put both feet down at once after his three steps while outside the den, the chickens may drive him back. Care should be taken that the hopping be not always done on the same foot, though a fox may change his hopping from one foot to the other. The chicken last caught wins the game and becomes the first lame fox in the new game.

Where more than thirty players are engaged, the game should start with two or more foxes.

This game has sometimes been called Lame Goose.

It is admirable for players of all ages, but, like all "dare" games, is especially good to overcome timidity. Timid children should be encouraged to venture near the fox and to take risks in giving their challenge.

LAST COUPLE OUT

(Widower; Last Pair Pass)

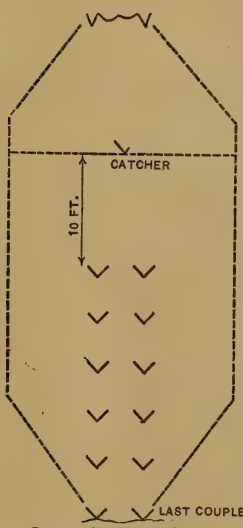
11 to 31 or more players.

Playground; gymnasium.

An odd number of players is required for this game. One is chosen for catcher, who stands at one end of the playground with his back to the other players. The other players stand in couples in a long line behind him, facing in the same direction that he does. The catcher should be not less than ten feet in front of the first couple.

The catcher calls, "Last couple out!" when the last pair in the line runs toward the front, the right-hand one on the right side of the double line, and the left-hand one on the left side, and try to join hands in front of the catcher. The catcher may not chase them before they are in line with him, and may not turn his head to see when or from where the runners are coming. They should

try to gain their end by varying the method of approach, sometimes both circling far out beyond him on either side, or one of them doing this and the other running in close toward the lines.



LAST COUPLE OUT

If the catcher succeeds in catching one of the players before that player can clasp hands with his partner, these two, catcher and caught, form a couple and take their places at the head of the line, which should move backward one place to make room for them, and the other player of the running couple becomes catcher. If neither be caught, they are free; *i.e.* out of the game.

In the Scotch and Swedish forms of this game, the title is "Widow" or "Widower," the catcher supposedly taking the part of the bereaved one and trying to get a mate. It has been suggested that the game has descended from old methods of marriage by capture.

LAST MAN

10 to 60 players.

Schoolroom.

This is a schoolroom adaptation of the game usually known as "Three Deep," or "Third Man." It is one of the most interesting and popular schoolroom games.

One player is chosen to be runner and another chaser. The remaining players are seated. The game starts with quite a distance between runner and chaser. The first object of the game is for the chaser to tag (touch) the runner. Should he do this, they immediately change parts, the previous chaser having to flee instantly for safety with the previous runner, now chaser, after him. The greatest sport of the game comes in, however, in the way the runner may save himself at any time from being tagged by the chaser by standing at the rear of any row of seats and calling "Last man!" As soon as he does this, the one sitting in the front

row of that line of seats becomes liable to tagging by the chaser, and must instantly get up and run. As soon as he has left his seat, the entire line moves forward one seat, leaving a seat at the rear for the "last man." There may be no moving of this kind, however, until the runners are out of the aisle.

As in all running games in the class room, the seated players must keep their feet under the desks and out of the aisles.

It will be seen that all of the players must be very alert to watch the actions of the runner, but especially those sitting in the front seats, as at any moment one of them may have to become runner. The last man must never fail to call out the words "Last man!" when he takes his stand at the rear of a row of seats. He is not considered to have taken refuge until he does this.

LEADER AND FOOTER

50 to 60 or more players.

Playground; gymnasium.

This is a leapfrog game. One player is chosen to be "back," and he chooses a leader, generally the poorest jumper, and a "footer" — the best jumper. A starting or "taw" line is drawn on the ground and the back stands with his side parallel to it. The other players line up in single file at some distance, with the leader at the head and the footer at the rear of the line. The footer dictates the way in which the back is to be cleared and his distance from taw. For instance, he may, having put a long distance between the back and the line, require a run of a limited number of steps, or a hop and skip (specifying the number), before the jump. The leader makes the first jump as prescribed by footer, and the others, in turn, including the footer. Any player failing in the feat becomes back. Any player who is doubtful of success may call upon the footer to perform the feat. If the footer fails, he becomes the back. If the challenge be successfully met, the one making the challenge becomes back.

LEAPFROG

The back. — Any player who bends over to make a back for others to leap over is called the "back." He must rest his hands on his knees or near them

to make a firm back. It is against the rules for any player making a back to throw up his back or bend it lower while a player is leaping over it; but each player, before jumping, may say "High back!" or "Low back!" which the one who is down must adjust before the jumper starts. He then must do his best to keep the back perfectly level and still, unless the game calls for a different kind of play. In some games the back stands with his back toward the jumpers, and in others with his side toward them. If he is to stand on a certain line, he must "heel it" if with his back toward them, or, if his side be toward them, stand with one foot on either side of the line.

The jumper. — The player who leaps must lay his hands flat on the back at the shoulders and not "knuckle," *i.e.* double under his fingers. Any player transgressing this rule must change places with the back. The back must be cleared without touching him with the foot or any part of the body except the hands. Such a touch is called "spurring," and the transgressor must change places with the back if the latter stands upright before the next player can jump over him. If he does not stand upright in time, he remains back. When a leap is made from a starting line or taw, the jumper may not put his foot more than half over the line. Good jumpers will land on the toes with knees bent and backs upright, not losing the balance.

The leapfrog games here given in alphabetic order include: —

I. With One Back:

- Leader and Footer
- Leapfrog
- Leapfrog Race
- Par
- Spanish Fly

II. With Two or More Backs:

- Bung the Bucket
- Johnny Ride a Pony
- Cavalry Drill
- Saddle the Nag
- Skin the Goat

LEAPFROG

2 to 100 players.

Playground; gymnasium.

The first player makes a back, standing either with his back or his side toward the one who is to leap over. The next player runs, leaps over the back, runs a few steps forward so as to allow space for a run between himself and the first player, and in his turn stoops over and makes a back. This makes two backs. The third player leaps over the first back, runs and leaps over the second, runs a short distance and makes a third back, etc., until all the players are making backs, when the first one down takes his turn at leaping, and so on indefinitely.

VARIATION. — This may be made much more difficult by each

player moving only a few feet in advance of the back over which he has leaped, as this will then leave no room for a run between the backs, but means a continuous succession of leaps by the succeeding players.

LEAPFROG RACE

10 to 100 players.

Playground; gymnasium.

The players are lined up in two or more single files, as for the simplest form of leapfrog, but the game is a race between the different files.

The first player takes his place on the starting or taw line and makes a "back," with his head away from the file. The next player immediately jumps over and makes a back one pace forward of the first player. The third jumps over the backs of the two and makes a third back, and so on until all are down, when the first player jumps over all in succession, but steps one side when he has vaulted over the last back. The others all follow.

The line wins which is first reduced to one player in the position of "back." In other words, when every player in the line has jumped over the back of every other player.

A burlesque on this game, which has in it some good sport and exercise, consists in crawling between the feet of the players instead of jumping over their backs. This may be done for every player in the line, or the two methods alternated, leaping over the back of one, crawling between the feet of the next, etc.

LETTING OUT THE DOVES

3 to 30 players.

In doors or out of doors.

This game is particularly suitable for young children. The players stand in groups of three. One in each group, usually the smallest, represents a dove; one a hawk, larger than the dove or a swifter runner; and the third the owner of the birds. The dove stands in front of the owner, holding her by the hand. The

hawk stands behind, also held by the hand. The owner throws the dove from her with a gesture of the hand, first toward herself and then away, as a dove might be tossed for flight in the air, and the little dove sails away, with arms floating like wings. When the dove has a sufficient start, so that the larger and swifter hawk may not get her too easily, the owner throws the hawk in the same way. The hawk runs with outstretched arms also as though flying, and tries to catch the dove, but is obliged to run over exactly the same route as the dove. At her discretion the owner claps her hands as a signal for the two pet birds to return to her, the dove trying to get back without being caught by the hawk. The clapping for the return of the birds is always done with hollowed palms to make a deep sound. The owner gives this when the dove has reached the farthest point to which she thinks it best for her to go, the judgment for this being determined sometimes by the gaining of the hawk on his prey. The dove may not turn to come home until the signal be heard.

It is well to make an imaginative atmosphere for little children for this game by telling them of the way doves and hawks are trained as pets.

This game is played by little girls in China, and is one reported by Dr. Headland in his charming book on the *Chinese Boy and Girl*. Some additional points are given here, kindly supplied by Dr. Headland to the author.

LOST CHILD (THE)

10 to 30 or more players.

Schoolroom; parlor; playground; gymnasium.

This is a quiet game designed to test the memory, and makes an interesting variation when players are tired of active games. The players are all seated, with the exception of one, who is sent from the room. Or if the game be played in an open playground, this one player may blind his eyes in a corner of a wall or fence or behind a bush. When this player is well out of sight and hearing, the leader or teacher beckons one of the players, who leaves the group and hides. If in the schoolroom, this may be done under the teacher's desk or in a wardrobe. The rest of the players then change their seats, and the one who is blinding is called back and

tries to tell which player is hidden. When successful, this first guesser may be seated and another chosen to blind. Otherwise the first guesser blinds again.

MASTER OF THE RING

2 to 30 or more players.

Playground; gymnasium.

A circle is drawn on the ground. The players stand shoulder to shoulder inside the circle, with arms folded either on the chest or behind the back. The play starts on a signal, and consists in trying to push one's neighbor with the shoulders out of the circle. Any player overstepping the line drawn on the ground drops out of the game. Any player who unfolds his arms or falls down is also out of the game.

The Master of the Ring is he who in the end vanquishes all of the others.

MAZE TAG

(Line Tag; Right Face)

15 to 100 players.

Playground; gymnasium; house party.

All but two of the players stand in parallel lines or ranks, one behind the other, with ample space between each two players and each two ranks; all the players in each rank clasp hands in a long line. This will leave aisles between the ranks, and through these a runner and chaser make their way.

The sport of the game consists in sudden changes in the direction of the aisles, brought about by one player who is chosen as leader and stands aside, giving the commands, "Right face!" or "Left face!" at his discretion. When one of these commands is heard, all of the players standing in the ranks drop hands, face in the direction indicated, and quickly clasp hands with the players who are then their neighbors on the right and left. This brings about a change of direction in the aisles, and therefore necessitates a change of direction in the course of the two who are running.

The success of the game depends largely upon the judgment of the leader in giving the commands, "Right (or left) face!" They

should be given quickly and repeatedly, the leader often choosing a moment when the pursuer seems just about to touch his victim, when the sudden obstruction put in his way by the change in the position of the ranks makes necessary a sudden change of direction on his part. The play continues until the chaser catches his victim, or until a time limit has expired. In either case two new players are then chosen from the ranks to take the places of the first runners.

It is a foul to break through the ranks or to tag across the clasped hands.

MENAGERIE

10 to 60 or more players.

Indoors.

This game may be one of the funniest possible for a house party. The players sit around the room or in a circle. One player who has ready wit is chosen to be ringmaster, or there may be different showmen or ringmasters for each group of animals. The ringmaster takes his place in the center, and will be more effective if furnished with a whip. He shows off in turn different troops of animals, pointing out from two to eight players for each troop, according to the number who are taking part. These must come forth into the center of the ring and go through their paces as indicated by the showman. He may thus display the growling and clawing bear, the hopping and croaking frog, the leaping kangaroo, the roaring and ramping lion, the humped camel, the stubborn and braying donkey, the screaming and wing-flapping eagle, the hooking and mooing cow, the neighing and galloping horse, etc.

For instance, the ringmaster may say: "Ladies and gentlemen: I will now exhibit to you a marvelous troup of snorting hippopotami. Such graceful carriage has never before been seen in these ponderous animals. They have learned to gambol in our Northern clime with even greater grace than they showed in their native jungles. They show almost human intelligence. Sit up there!" (cracking his whip) "Snort to the right!" Snort to the left!" etc.

When all of the animals in the menagerie have been displayed, they may all join in a circus parade, each retaining his distinctive character.

MIDNIGHT

(Twelve O'clock at Night)

10 to 30 or more players.

Playground; gymnasium; class room.

One player is the fox and the others sheep. The fox may catch the sheep only at midnight. The game starts with the fox standing in a den marked in one corner of the playground, and the sheep in a sheepfold marked in the diagonally opposite corner. The fox leaves his den and wanders about the meadow (playground), whereupon the sheep also come forth and scatter around, approaching as close to the fox as they dare. They keep asking him, "What time is it?" and he answers with any hour he chooses. Should he say "Three o'clock," or "Eleven o'clock," etc., they are safe; but when he says "Midnight!" they must run for the sheepfold as fast as possible, the fox chasing them. Any sheep caught changes places with the fox, and the game is repeated. When played in a class room, only a few children should be selected for sheep.

This game is enjoyed by children of almost any age.

It affords an excellent opportunity for daring and for finesse. Timid children should be encouraged to take risks, approaching near the fox, and surrounding him on all sides. All should be taught to make the chase varied and difficult for the fox, instead of running in a straight line for the goal. The fox has opportunity for much stratagem in choosing for the moment when he says "Midnight!" one in which the players are standing where he could easily catch or corner them. He may also gain advantage by appearing to start in one direction and suddenly changing to another. These elements add zest to the game, cultivate prowess, and make the children brighter and more alert.

MOON AND MORNING STARS

5 to 20 players.

Out of doors.

This game is played when the sun is shining. One of the players is the moon, and takes her place in a large area of shadow, such as would be cast by a large tree or a house. As the moon belongs to the night, she may not go out into the sunshine.

The other players are morning stars, and as they belong to the daylight, their place is in the sun. The morning stars dance around in the sunlight, venturing occasionally into the shadow where the moon is, saying —

"O the Moon and the Morning Stars,
O the Moon and the Morning Stars!
Who dares to tread — Oh,
Within the shadow?"

The moon tries to catch or tag them while they are in the shadow. Any star so caught changes places with the moon.

This game is played by the little Spanish children.

MOTHER, MAY I GO OUT TO PLAY?

This is one of the old traditional dramatic games and is found in many countries.

One player represents a mother, and the rest are her children, and stand in front of her in a line. One or all of them ask the mother the following question, the mother answering as indicated: —

"Mother, may I go out to play?"

"No, my child; it is such a wet day."

"Look how the sun shines, mother."

"Well, make three round courtesies and be off away."

The children thereupon make three "round courtesies" by whirling around and dipping down suddenly to spread the skirts out. They then run away and pretend to play. Soon they return and knock at the door. The mother asks: —

"What have you been doing all this time?"

"Brushing Jennie's hair and combing Jennie's hair."

"What did you get for it?"

"A silver penny."

"Where's my share of it?"

"The cat ran away with it."

"Where's the cat?"

"In the wood."

"Where's the wood?"

"Fire burnt it."

"Where's the fire?"
"Moo cow drank it."
"Where's the moo cow?"
"Sold it for a silver penny."
"What did you do with the money?"
"Bought nuts with it."
"What did you do with them?"
"You can have the nutshells, if you like."

The last words being rather disrespectful, the mother at once chases the children, calling, "Where's my share of the silver penny?" The players being chased, reply, "You may have the nutshells!" The mother thus catches the children, one after another, and pretends to punish them.

MOTHER, MOTHER, THE POT BOILS OVER!

5 to 11 players.

Indoors; out of doors.

This is a traditional dramatic game.

One player represents an old witch, another a mother, another the eldest daughter, another a pot boiling on the hearth, and the balance are children, named for the days of the week, Monday, Tuesday, etc.

The old witch hides around the corner of a house or other convenient place, and peeps out, while the mother says to her eldest daughter, "I am going away, and I want you to let nothing happen to your sisters." To the others she says, "Monday, you take care of Tuesday, and Tuesday, you take care of Wednesday," etc., until she comes to the last child, when she says, "And Saturday, take care of yourself." Then to the eldest, "Be sure and not let the old witch take any of your sisters. You can also get the dinner, and be sure not to let the pot boil over."

The mother then goes away and stays at a distance out of sight. As soon as the mother has gone, the old witch, stooping, lame, and walking with a stick, comes and raps with her knuckles on the supposed door. The eldest daughter says; "Come in! What do you want?"

Old Witch. Let me light my pipe at your fire; my fire is out.

Eldest Daughter. Yes, if you will not dirty the hearth.

Old Witch. No, certainly; I will be careful.

The eldest daughter lets her in and goes about her work, setting the table or looking on the shelf, when the old witch suddenly stoops down and blows the ashes on the hearth; whereupon the pot makes a hissing sound as though boiling over, and the old witch catches hold of Monday and runs away with her.

The eldest daughter cries out, "Mother, mother, the pot boils over!"

The mother calls back, "Take the spoon and skim it."

"Can't find it."

"Look on the shelf."

"Can't reach it."

"Take the stool."

"Leg's broken."

"Take the chair."

"Chair's gone to be mended."

Mother, "I suppose I must come myself!"

The mother then returns, looks about, and misses Monday. "Where is my Monday?" she demands of the eldest daughter.

The daughter says, "Under the table." The mother pretends to look under the table, and calls "Monday!" then says, "She isn't there." The daughter suggests various places, up on the shelf, down in the cellar, etc., with the same result. Finally, the eldest daughter cries and says: "Oh, please, mother, please! I couldn't help it, but some one came to beg a light for her pipe, and when I looked for her again she had gone, and taken Monday with her."

The mother says, "Why, that was the old witch!" She pretends to beat the eldest daughter, and tells her to be more careful in the future, and on no account to let the pot boil over. The eldest daughter weeps, promises to be better, and the mother again goes away. The old witch comes again, and the same thing is repeated until each child in turn has been taken away, the old witch pretending each time to borrow a different article that is used around the fire, as the poker, the kettle, etc. Finally, the eldest daughter is carried off too.

The pot, which has boiled over with a hissing sound each time the old witch has come to the hearth, now boils over so long and so loudly that the mother hears it and comes back to see what is the matter. Finding the eldest daughter gone too, the mother goes in search of them to the witch's house. On the way she meets the old witch, who tries to turn her from her path by speaking of various dangers.

The mother asks of her, "Is this the way to the witch's house?" and the witch replies, "There is a red bull that way."

"I will go this way."

"There is a mad cow that way."

"I will go this way."

"There is a mad dog that way."

Finally, the mother insists on entering the witch's house. The witch refuses to let her in, saying —

"Your shoes are too dirty."

"I will take them off."

"Your stockings are too dirty."

"I will take them off."

"Your feet are too dirty."

The mother grows angry at this, pushes her way into the house, and calls her children. The witch is supposed, prior to this, to have cooked the children, made them into pies, and put them in a row, naming them apple pie, peach pie, etc. They stand or sit with their faces or heads covered.

The mother approaches them and says, "You have some pies?" The old witch says, "Yes, some very nice apple pie." The mother proceeds to taste the apple pie and says, "This needs more sugar." The witch pretends to stir in more sugar, whereupon the mother tastes again and says, "Why, this tastes exactly like my child Monday!" Monday thereupon uncovers her face and says, "It is Monday!" The mother shakes her and says, "Run away home!" which she does.

This is gone through with each pie in turn, the mother finding them in need of more salt or longer cooking or some other improvement before she discovers in each case one of her children. When all have been sent home, the mother, joined by the children, chases and catches the witch.

This is one of the oldest traditional games, of which many versions are given by Mrs. Gomme and Mr. Newell, both from Great Britain and America. Several incidents here given the present writer has gathered directly from players of the game. According to Mrs. Gomme, the game probably illustrates some of the practices and customs associated with fire worship, worship of the hearth, and ancient house ritual. The magic pot boils over when anything is wrong and as a warning to the mother that she is needed. The incident of the witch taking a light from the hearth is very significant, as, according to an old superstition, the giving of a brand from a hearth gave the possessor power over the inmates of the house. The sullying of the hearth by the old witch in blowing the ashes has also an ancient significance, as fairies were said to have power over inmates of a house where the hearth or threshold had been sullied.

MY LADY'S TOILET

10 to 30 or more players.

Parlor; schoolroom.

This a French form of a game known in America as Spin the Platter. Each of the players is named for some article of My Lady's toilet, such as her gown, necklace, evening coat, slippers, bracelet, etc. All sit in a circle except one, who stands or crouches in the center and spins a plate or tray, at the same time saying, "My Lady wants her necklace;" or names some other article of the toilet. The player representing the article thus named must rush to the center and catch the plate before it stops spinning and falls to the ground. If successful, the player takes the place of the spinner. If unsuccessful, she returns to her place and pays a forfeit, which is redeemed at the end of the game. The speaker should name the different articles while carrying on a flow of narrative, as, for instance: "My Lady, being invited to a ball at the king's palace, decided to wear her *blue gown.* With this she called for her *silver slippers*, her *white gloves*, her *pearl necklace*, and a *bouquet* of roses. As the evening was quite cool, she decided to wear her *white opera coat,*" etc. The speaker will make several opportunities for introducing mention of the ball, and whenever she says anything about the ball, all the players must jump up and change places, the spinner trying to secure one for herself in the general confusion. One odd player will be left without a place, and she becomes spinner. When boys are playing, they may appropriately take the parts of carriage, horses, footmen, the escort, etc.

NUMBERS CHANGE

(See also *Exchange.*)

10 to 30 or more players.

Parlor; playground; gymnasium; schoolroom.

The players stand in a large circle and are numbered consecutively. One player takes his place in the center. He calls two numbers, and the players whose numbers are called must change places while the center player tries to secure one of their places. The one who is left without a place changes places with the center player.

FOR THE SCHOOLROOM.— This game may be adapted by selecting two players as chasers, who take their places in the front of the room. These players are not blindfolded, as in the parlor form of the game. All of the other players are seated, having been numbered. The teacher calls two numbers, when the players bearing those numbers must rise at once and exchange seats, the two chasers trying to catch them before they can get to their seats.

When a game is played under these circumstances, it is not permissible for the chaser to take a vacant seat; he must catch the player who is running for it. No player, having once left his own seat, may return to it, but must keep up the chase until he is caught or reaches the seat for which he is running.

This game gives opportunity for some very lively chasing, with good running and dodging up and down the aisles. As in all running games in the class room, the seated players should keep their feet out of the aisles.

For young children it may be found desirable to have only one chaser. It generally adds to the interest of the game to have a general exchange of seats at the opening of the game, immediately after the numbers have been assigned, and before the chasing is commenced, as then the person who calls the numbers is at a loss to know how near or distant those called may be in relation to each other, and this element adds much to the sport of the game.

OBSERVATION

5 to 60 players.

Parlor; schoolroom.

This game is a test of visual memory. When played in a parlor, all the players are seated except one, who passes around a tray or

a plate, on which are from six to twenty objects, all different. These may include such things as a key, spool of thread, pencil, cracker, piece of cake, ink bottle, napkin ring, small vase, etc. The more uniform the size and color of the objects the more difficult will be the test. The player who carries the tray will pass at the pace of an ordinary walk around the circle, giving each player an opportunity to look at the objects only so long as they are passing before him. It is not allowable to look longer than this. The observer must then at once write down on a slip of paper the names of as many of the objects as he can remember. The player wins who writes correctly the longest list.

It is sometimes more convenient to have the articles on a table and the players all pass in a line before them.

IN THE SCHOOLROOM.— The objects should be placed on the teacher's desk, so shielded that pupils cannot see them except as they march past the desk. This they should do, returning at once to their seats and writing the list. Used in this way, the game may be made to correlate with nature study, the objects to be observed being grasses, shells, leaves, stones, woods, etc.

ODD MAN'S CAP

10 to 30 or more players.

Playground; gymnasium.

Twelve players make the best-sized group for this game; where there are more players, they should be divided into small groups. All but one of the players stand in a circle with considerable space between each two. The odd man stands in the center. Each player is provided with a stick about two feet in length; canes or wands may be used as a substitute, but the shorter sticks are better; they may be whittled from branches or bits of wood, and should not be pointed at the ends. The odd man tosses his cap or a cloth bag toward the circle. The players endeavor to catch it on their sticks, and keep it moving from one to another, so as to evade the odd man, who tries to recover his property. Should he succeed, he changes places with the one from whom he recovered it. The sticks must be kept upright in the air. A dropped cap may be picked up only by hand, not on a stick. The sticks must always be held

upright. An old stiff hat, or a cap or bag wired around the edge to keep it spread open, makes the best game.

This game holds the interest of the players intently and is full of sport.

OLD BUZZARD

5 to 30 or more players.

Playground.

This is one of the old dramatic games, probably better known in America than any other of this type.

One player is chosen to represent the "Old Buzzard"; another player represents a hen, and the remainder are chickens. All the players circle around the buzzard, saying in chorus: —

"Chickany, chickany, crany crow;
I went to the well to wash my toe;
And when I came back a chicken was gone."

The hen finishes by asking alone, "What o'clock is it, old buzzard?" The buzzard crouches on the ground during the repetition of the verse, going through the pantomime of building a fire with sticks, and in answer to the question may name any hour, as eight o'clock, nine o'clock, ten o'clock. So long as the buzzard does not say twelve o'clock, the players continue to circle around, repeating the verse, the final question being asked each time by a different player, until the buzzard finally says, "Twelve o'clock!" When this occurs, the ring stands still, and the following dialogue takes place between the buzzard and the hen: —

Hen. Old buzzard, old buzzard, what are you doing?
Buz. Picking up sticks.
Hen. What do you want the sticks for?
Buz. To build a fire.
Hen. What are you building a fire for?
Buz. To broil a chicken.
Hen. Where are you going to get the chicken?
Buz. Out of your flock!

The buzzard, who keeps a crouching attitude with face downcast during this dialogue, suddenly rises on the last words and chases the players, who scatter precipitately. When a player is cap-

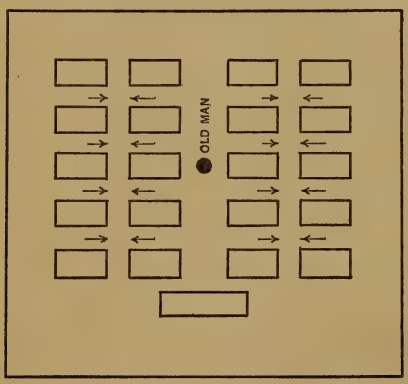
tured, the buzzard brings him back, lays him down, and dresses him for dinner, while the rest of the players group around. The buzzard asks of the captured chicken, "Will you be picked or scraped?" and goes through the motions of picking feathers or scaling fish, as the chicken decides. The buzzard then asks, "Will you be pickled or salted?" "Will you be roasted or stewed?" each time administering to the recumbent chicken the appropriate manipulations. At the end he drags the victim to a corner, and the game goes on with the remainder of the players.

OLD MAN TAG

10 to 60 players.

Schoolroom.

The players are in groups of two rows each, which play together. These two rows face away from each other. Thus the first and second row will turn respectively to the right and left, with their feet in the aisles, toward which they then face. This will leave a free aisle between them, in which the "old man" may run about. The third and fourth rows play together, facing away from each other, and leaving a free aisle for their old man or tagger. This will bring the second and third rows with their feet in the same aisle.



OLD MAN TAG

For each group one player is selected to be old man or tagger. The teacher gives a signal, whereupon all of the players stand. The object of the game is for the old man to tag any player who is standing. The players may avoid this by sitting whenever the old man approaches them. Should he succeed in tagging any player, that player must remain seated until the end of the game, but any player who sits to escape tagging must rise again as soon

as the old man has moved away from his vicinity. The player is considered to have won who longest avoids the old man.

Children are very fond of this game in many grades, and it may be made very lively, the old man dodging rapidly up and down his aisle, and the other players bobbing quickly up and down from their seats.

OLD WOMAN FROM THE WOOD

(For boys, see *Trades*.)

10 to 60 or more players.

Parlor; playground; schoolroom.

The players are divided into two even parties, which face each other from a short distance. One party advances toward the other, remarking, "Here comes an old woman from the wood." The second party answers, "What canst thee do?" whereupon the old woman replies, "Do anything!" The second party then says, "Work away!" whereupon all the players in the first party proceed to imitate some occupation in which an old woman might engage, and which they have previously agreed on among themselves, such as sewing, sweeping, knitting, digging a garden, chopping wood, kneading bread, stirring cake, washing, ironing, etc. The opposite party tries to guess from this pantomime the occupation indicated. Should they guess correctly, they have a turn to perform in the same way. Should they be unable to guess correctly, the first party retires, decides on another action, and returns. This form of the game is generally played by girls. Boys play the same game with different dialogue under the name of "Trades."

When played in a playground or gymnasium, where there is free space for running, a successful guess should be followed by a chase of the actors by the guessing party, any players caught before a designated goal line is reached having to join the party of their captors. The party wins which secures all of the players.

OYSTER SHELL

10 to 100 players.

Playground; gymnasium.

Two parallel lines are drawn across the center of the playground, with a space of ten feet between them, which is neutral territory.

At a considerable distance beyond each line, and parallel to it, a second line is drawn, the space beyond being a refuge for any players of the party belonging to that side. This second line should preferably be at a considerable distance from the starting line, so as to give plenty of opportunity for a good chase during the game.

The players are divided into two equal parties, which take place one on either side of the neutral territory. Each party chooses a color, light or dark, corresponding to the light or dark side of an oyster shell or some other small object which is used in the game.

A neutral odd player who acts as leader takes his place in the center of the neutral territory and tosses the oyster shell into the air. If there be no such leader available, the parties may choose captains to toss the shell alternately. The shell is allowed to fall on the ground. If the light side falls upward, the light party must turn and run for the goal at the opposite end of the ground, the other party chasing them. Any one captured (tagged) must carry his captor back to his home goal on his back. A party scores one point for each prisoner caught. These may be easily counted, as the prisoners carry their victors home pick-a-back. The party first scoring fifty or one hundred points (according to the number of players) wins the game; or the winners may be determined by the largest score when the game ends.

Because of the carrying home of the victors by the players who are caught, it is advisable that some means be adopted to have opponents of nearly equal size. This is easily done by having the players line up according to size at the opening of the game and assigned alternately to the different sides. In any event, the tall players should be placed opposite each other, and the smaller players *vis-a-vis*.

This game is from the ancient Greeks, and is said to have arisen from a custom of exiling wrangling political opponents by writing their names on an oyster shell and sending from the city the one whose name fell uppermost when the shell was tossed. Some modern adaptations are here given.

PAR

10 to 30 or more players.

Playground; gymnasium.

This is a leapfrog game in which the distance of the back from the jumping line is advanced after each round a "foot and a

half," measured in a certain way called a "par." The game starts with the back at a given distance from the line. After each player has "overed," the back places one foot with the outer edge on the line on which he has been standing, puts the heel of the other foot against the instep so that the second foot will be at right angles to the first, and marks a new line at the point where the toes come. The new line is thus the length of one foot in advance of the first line, plus the width of the other foot at the instep. The players then leap again from the starting line, and as the back moves farther away, they add to their leaps each time, as becomes necessary for the greater distance, as follows: (1) leap; (2) hop and leap; (3) hop twice and leap; (4) hop three times and leap; (5) hop, skip, jump, and leap.

Any player failing to "over" changes places with the back.

PARTNER TAG

4 to 100 players.

Indoors; out of doors; schoolroom.

All of the players but two hook arms in couples. Of the two who are free, one is It or chaser, and the other the runner. The runner may save himself by locking arms with either member of any couple he chooses. Whenever he does so, the third party of that group becomes runner and must save himself in like manner. If the runner be tagged at any time, he becomes It or chaser; and the chaser becomes runner.

To get the proper sport into this game, the couples should run and twist and resort to any reasonable maneuver to elude the runner, who is liable at any time to lock arms with one of them and so make the other a runner.

For large numbers there should be more than one runner and chaser.

PEBBLE CHASE

5 to 30 or more players.

Gymnasium; playground; out of doors.

One player, who is the leader, holds a small pebble between the palms of his hands, while the others stand grouped around him,

each with his hands extended, palm to palm. The leader puts his hands between the palms of each player, ostensibly to drop therein the pebble which he holds, as in the game called "Button, button." The player who receives the pebble is chased by the others, and may only be saved by returning to the leader and giving the pebble to him. This chase may begin as soon as the players suspect who has the pebble. Each player should therefore watch intently the hands and faces of the others to detect who gets it, and immediately that he suspects one, start to chase him. It is therefore to the interest of the player who gets the pebble to conceal that fact until the attention of the group is distracted from him, when he may slip away and get a good start before he is detected. He may do this whenever he sees fit, but may not delay after the leader has passed the last pair of hands. The leader will help to conceal the fact of who has the pebble by passing his hands between those of the entire group, even though he should have dropped the pebble into the hands of one of the first players.

If the pebble holder gets back to the leader and gives him the pebble before being tagged, he continues with the group. If the pebble holder is caught before he can get back to the leader, he must pay a forfeit or change places with the leader, whichever method is decided on before the game opens.

In a crowded playground it is well to require that the chasers follow over exactly the same route as the pebble man. Under such conditions, the game is more successful if limited to ten players to a group.

This game is from the modern Greeks. It is found to bear transplanting excellently, being full of interest and sport.

PINCH-O

5 to 30 or more players.

Gymnasium; playground.

This is a game of chase, an advancing line (rank) of players turning and fleeing from an odd player in front of them when a signal is given. The players in the advancing line pass a "Pinch" (hand pressure) from one to another along the line, the end players

PITCH PEBBLE

calling out "Pinch!" and "O!" respectively at the start and finish of this performance. The "O" is the signal for the chaser to start. The chaser therefore watches the hands carefully to detect the pressure and know when it is approaching the end; the other players naturally try to conceal this passing of hand pressure, delaying or hastening it to take the chaser unaware.

The player who is It walks backward, being about ten feet in front of the others, who advance slowly forward in a line, holding hands. The player on one end of the line calls "Pinch!" and at once squeezes or pinches the hand of the player standing next. This player slightly presses the hand of the one on his other side, and so on across the line until the pressure is felt by the last player on the opposite end, who at once calls out "O!" Immediately that the "O" is heard, the entire line is liable to be tagged by the one who is walking backward in front of them, and they therefore instantly turn and run for "home," a place determined beyond certain boundaries at one end of the ground. The one who is It gives chase, and any one tagged by him must join him in tagging the players when the game is repeated. The game ends when all are caught, the last player to be caught being the winner, and taking the part of the odd player for the next round.

PITCH PEBBLE

4 to 10 players.

Out of doors; seashore.

This game may be played with pebbles, shells, or nuts, each player having two or four of such articles. The object of the game is to throw these pebbles into a hole about four inches in diameter, which should be made in the ground. The first part of the game is concerned with determining the order in which the players shall take turns. Ten feet from the hole a place is marked, from which the players throw in turn until each has had enough turns to have thrown all of his pebbles. The one who has succeeded in landing a pebble nearest the hole becomes the first player, and takes his stand on a second mark drawn one fourth nearer the hole, all the players meanwhile having gathered up their pebbles again. These are all given to the successful player, and he pitches them in a mass

toward the hole, becoming the owner of as many as fall into the hole. Any pebbles that do not go in the hole are gathered up by the player who in the original throwing came out second in trying to get near the hole, and he, in turn, throws these in mass, standing also at the nearer throwing point from which his predecessor threw. All of the players take turns in this way until all of the pebbles have been appropriated. The player wins who gets the most pebbles. Pebbles won are not thrown again, but kept for score.

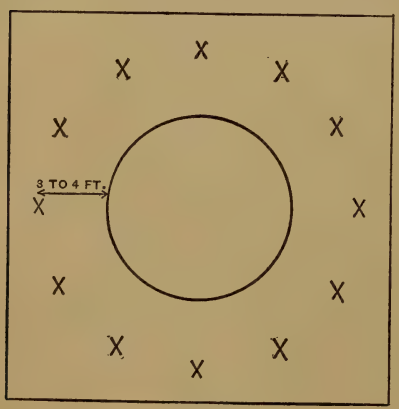
For good players the distances from the hole may be increased.

POISON

10 to 30 or more players.

Gymnasium; playground; seashore.

A circle is marked on the floor or ground considerably smaller than an outer circle formed by the players, clasping hands. Each player tries, by pulling or pushing, to induce the others to step within the smaller circle, but endeavors to keep out of it himself. Any one who touches the ground within the inner circle, if only with one foot, is said to be poisoned. As soon as this happens, the player or players so poisoned become catchers; the other players shout "Poisoned!" and at once break the circle and run for safety, which consists in standing on wood. The merest chip will answer, and growing things are not counted wood. If played in a gymnasium, iron may give immunity instead of wood. Any one caught before reaching safety, or in changing places afterward, joins the catchers, and when all have been caught, the ring is once more surrounded.



Poison

POISON SNAKE

10 to 30 or more players.

Gymnasium; playground.

The players join hands to form a circle. About fifteen Indian clubs or tenpins are placed in the center of the circle, with spaces between them in which a player might step. The players then try, by pushing or pulling their comrades by means of the clasped hands, to make them knock over the clubs. Any player who overturns a club or who unclasps hands must at once leave the circle, the club being replaced. The first players so leaving start a "scrub" circle; players disqualified in the scrub circle start another in their turn, etc. The player wins who is left in the original circle. Where several circles have been formed, the several winners may form a circle at the close and play to determine the final winner.

POISON SNAKE

This game has possibilities for much sport and skill. The agility with which players leap over or pass between the clubs is as important a part of the game as the pulling and pushing. The clubs should be sufficiently scattered to make it possible for a player to save himself in this way. Children may need to have this feature of the game pointed out to them. The game is equally interesting to children or adults, but obviously requires gymnasium suits for girls or women.

POM POM PULLAWAY

5 to 30 or more players.

Out of doors.

This game is often played between the curbings of a city street, but is suitable for any open play space which admits of two lines

drawn across it with a space of from thirty to fifty feet between them. All players stand on one side behind one of the dividing lines, except one player who is It and who stands in the center of the open ground. He calls any player by name and adds a formula, as below: —

"John Smith, Pom Pom Pullaway!
Come away, or I'll fetch you away!"

Whereupon the player named must run across the open opace to the safety line on the opposite side, the one who is It trying meanwhile to catch him before he reaches that line. If he gets over safely, he remains there until all of his comrades have joined him or have been caught. Any one caught by the one who is It joins the latter in helping to catch other players as they dash across the open space, but the one originally It remains the caller throughout the game. After all of the uncaught players have crossed to one side, they try in the same way to return to their first goal. The first one to be caught is It for the next game.

Players should give the chaser as much difficulty as possible in catching them by making feints in one direction and suddenly running in another, or by running diagonally instead of straight across, etc.

POOR PUSSY

5 to 20 players.

Parlor.

The players sit in a circle, except one who is chosen for Poor Pussy. Pussy kneels in front of any player and miaous. This person must stroke or pat Pussy's head and say, "Poor Pussy! Poor Pussy! Poor Pussy!" repeating the words three times, all without smiling. If the player who is petting Puss smiles, he must change places with Puss. The Puss may resort to any variations in the music of the miaou, or in attitude or expression, to induce the one who is petting to smile.

This may be made one of the most amusing games for adults at a house party. The writer has seen some of the most dignified professional people laughing until the tears came while playing this simple little game.

POTATO RACES

Four forms of Potato Race are here given as follows:—

Potato Race I. Individual competition; rules of Amateur Athletic Union of the United States. Placing potatoes on marked spots; gathering them up not a part of the game.

Potato Race II. Team competition. One player places the potatoes on spots; the next gathers them up, etc.

Potato Shuttle Relay. Rules of Girls' Branch, Public Schools Athletic League, New York City. Alternate placing and gathering up.

Potato Spoon Race. Only gathering up of potatoes.

POTATO RACE—I

(For individual competitors)

2 to 60 or more players.

Playground; gymnasium.

The simpler and usual Potato Race is played in two forms: (I), the players competing as individuals; and (II), competing as teams. The following description is for individual competition; the team game is described as Potato Race II. There are other forms of playing the individual game; the one given here is according to the rules of the Amateur Athletic Union.

The competitors should each wear a large number pinned across the shoulders on the back, where it may be read plainly by the judges. The competition is carried on in heats, as many players as the playing space will allow playing in each heat. Potatoes should be used, or blocks of wood are officially permissible. These wooden blocks may be secured of potato shape, and are better than those of cubical form, as the latter are apt to land on the corners and bound.

A starting line is drawn across the ground. At right angles to it a row of potatoes is placed for each player in the heat. The potatoes should be two yards apart and eight in number. (This is the official number and distance for the Amateur Athletic Union; the number varies in unofficial games, but should be equal for the different rows.) The first potato should be two yards from the receptacle, which is usually placed on the starting line, one beside each competitor. This receptacle should be a pail, basket, box, or can. The official dimensions of the A. A. U. call for its being not over two feet in height, with an opening not over thirty-six inches in circumference.

In handicap events the starting mark is paid from the rear of the can. The potatoes are replaced on the marks before the beginning of each heat, the game in this form consisting solely of gathering them up, not in placing them. There is no rule against tossing a potato into the receptacle, but it is poor policy to do so, as it increases the risks of failure.

The contestants start, as for a race, in response to the starter's signals, "On your marks!" "Get set!" "Go!" The game consists in picking up the potatoes one at a time and placing them in the receptacle. The potatoes may be picked up in any order desired. A potato dropped, however, must be picked up before another potato be touched, or the player is disqualified. Similarly, a potato missing the receptacle or bounding out of it must be placed in it before the next potato be touched, or the player is disqualified. When all the potatoes have been placed in the receptacle, the player finishes by dashing across a finish line, a tape, or strand of worsted, stretched five feet back of the receptacle. As in all races in athletic form, a player is disqualified for interfering with any other competitor, or for touching the finish tape with the hands or arms: the tape should be breasted. The winners in each heat play a final race; or, with large numbers competing, semi-finals before the finals. Where small numbers are competing, those finishing first, second, and even third, may be entered for the final trials. In case of a tie, both competitors are entered for the next (final, or semi-final) heat, or, if tied in the final heat, the tied competitors play again.

POTATO RACE — II

(Team competition)

10 to 100 players.

Playground; gymnasium; seashore.

The first description here given is for an informal game. This is followed by the rules for strict athletic procedure.

The ground is marked off with a starting line. At right angles to it are marked two or more rows of spots according to the number of teams competing, the spots being from three to six feet apart, each row containing from six to ten. On each spot is placed a potato; or a stone, block of wood, or any other object may be sub-

stituted; on the seashore bathing slippers may be used. Potato-shaped blocks of wood may be had as substitutes for potatoes, and are better than cubical blocks, which are apt to land on the corners and bound.

The players are divided evenly into competing groups which line up in single file behind the starting line, each file being in line with one of the rows of potatoes. Beside the leader of each file is a box or basket; or a circle may be drawn on the ground instead. At a signal each leader runs forward, picks up a potato, brings it back and puts it in the box, goes for another, etc., until all the potatoes in his row have been gathered in. He may pick them up in any order that he chooses. Immediately that the last potato is placed, this player touches the outstretched hand of the next player in his file, and at once leaves the playing space; he should not line up again with his team. The next player in the file starts out immediately on receiving the "touch off," replaces the potatoes one at a time, and touches off the next player, who gathers them in, and so on, alternately, until each player has had his turn. The team wins whose last player is the first to dash back over the starting line.

For an athletic contest for adults, the following rules are typical:— There should be eight potatoes for each team, placed two yards apart, the first potato two yards from the receptacle. The receptacle should be either a pail, basket, box, or can, not over two feet in height, having an opening not over thirty-six inches in circumference. The finish line is a "tape" (strand of worsted) stretched parallel with the starting line and five yards back of the receptacle. There should be a judge of fouls for each team and two judges at finish. Fouls are: —

1. Not placing a potato accurately on the spot.
2. Leaving a potato outside the receptacle instead of in it, whether it be dropped there or bound out.
3. Starting over the line without or before the "touch off."

A foul corrected before the next step in the game be taken does not score as a foul. The teams win first, second, third, and fourth places in the order of finishing, if there be no fouls. Where fouls have been scored, the team finishing first, with the fewest number of fouls, has first place, etc. In case of a tie, the tied teams must play again to determine the winner.

Teams	Order of Finishing	Fouls	Order of Winning
A	2	0	First place
B	1	4	Third place
C	4	6	Fourth place
D	3	2	Second place

POTATO SHUTTLE RELAY

20 to 100 players.

Playground; gymnasium; seashore.

This first description is for an informal game. This is followed by rules for an athletic contest.

This is a form of potato race suitable for large numbers. The ground is marked off with two starting lines, one at either end of the ground. At even intervals between these two lines a row of from four to ten spots should be clearly marked on the ground, each row forming a line at right angles to the starting lines. There should be as many rows of this kind as there are teams.

On the first spot of each row should be placed a box, basket, or pail, and in it three or more potatoes, according to the number of spots. Stones may be used, blocks of wood, or any other uniform objects as a substitute for potatoes, but the latter are best.

The players are divided into two or more equal groups, and each group is subdivided as for a shuttle relay into two divisions. One division of each group stands in single file behind the starting line at one end of the ground, the other division facing it in single file behind the opposite starting line. Between the two divisions should stretch the row of spots. The receptacle should be on the spot near the first runner.

At a signal, the first runner of each team starts over the line, takes a potato from the box, places it on the first spot, returns, gets another potato, places it on another spot, and so on until all are placed; he need not observe strictly the consecutive order of the spots. He then runs forward and touches the outstretched hand of the first runner in the opposite file of his team. This runner must pick up the potatoes and replace them in the box one at a time, and then "touch off" the player facing him in the opposite file. Each player, as he finishes his part ("touches off" the next runner), should leave the running space entirely and not line up with his team. The line nearest the box serves as a finish line, and the team wins whose last runner, having replaced the last potato, is first to get over this line.

If a potato be dropped, the runner must pick it up and replace it in the box or on the spot, then make his play over again.

The above description is for a comparatively informal game. For a strict athletic contest for junior players the following rules, used by the Girls' Branch of the Public Schools Athletic League, New York City, are given: —

The laying out of the grounds should be for four spots in each row, two yards between each, with the starting lines two yards back of the first and fourth spots. The receptacle is placed on the spot nearest the first runners, and should be a pail, basket, box, or can, not over twenty-four inches in circumference at the opening. Three potatoes are used.

The first runners start on signals, "On your marks!" "Get set!" (or "Get ready!") "Go!" There should be a judge to score fouls for each division of each team, and two judges at the finish.

In case of a tie, the tied teams play again.

Fouls consist in: 1. Placing a potato otherwise than on the mark. 2. Leaving a potato outside the receptacle instead of in it, whether it be dropped outside or bound out. 3. Starting over the line without the "touch off." Any foul corrected before going on with the next step in the game does not score as a foul. Teams win in the order of finishing, plus consideration of the record on fouls. Thus, a team finishing fourth, with no fouls, would get first place, if the teams finishing first, second, and third all had fouls.

Teams	Order of Finishing	Number of Fouls	Order of Winning
A	1	8	Fourth place
B	3	3	Third place
C	4	0	First place
D	2	3	Second place

POTATO SPOON RACE

6 to 60 players.

Parlor; playground; gymnasium.

This is a form of potato race that may afford much amusement, especially for indoor companies. The players are divided into two or more groups which compete against each other. Each group lines up in single file, so that the leaders all toe a starting line. Placed on the floor in front of each group, and stretching ahead in the same direction, should be a row of potatoes at intervals of two or three feet apart, one for each player in the file. The larger and the more irregular in shape the potatoes the better. There should be from six to ten potatoes for each row. Each leader should be furnished with a teaspoon, and beside the leader of each file should be a pan, box, or basket, in which the potatoes are to be placed. At a signal each leader starts forward, takes up a potato on the

spoon, carries it to the box or basket beside his first standing position, and places the potato in it; he then hands the spoon to the next player, and passes off the playing field, not lining up again with his team. The second player picks up the next potato, puts it in the box, and so on, until all have played, the last one standing beside the box with the spoon held aloft as a signal that he has finished.

It is not allowable to touch the potato with anything but the spoon. Should a potato be touched otherwise, the player must replace it and pick it up again on the spoon. Should a potato drop from the spoon, it must be picked up on the spoon where it dropped, and the play continued from that point.

PRISONER'S BASE

Prisoner's Base is one of the most popular games for both boys and girls who are beginning to care for team organization, and is capital for adults. It gives opportunity for vigorous exercise for all of the players, for the use of much judgment, prowess, and daring, and for simple team or coöperative work.

The game is found under many different forms. Several, which offer marked or typical differences, each possessing distinct playing values, are given here. These differences are in (1) the arrangement of the ground, and (2) the rules governing the players and game.

The differences in the grounds may be classed as follows: —

I. The entire playground divided in two divisions, one belonging to each party, each division having a small pen for prisoners at the rear. (Diagram I.)

II. The main part of playground neutral territory, with home goals for the opposing parties at opposite ends, with prisons in, near, or attached to them. (Diagrams II, V.)

III. The main part of playground neutral territory, with home goals for both parties at the same end, attached or separate, and prisons at the opposite end, either (1) on the same side of the ground as the home goal, or (2) on the enemy's side of the ground. (Diagrams III–IV.)

The rules for play for the second and third types of ground are fundamentally the same, though differing in details, and they differ from those for Diagram I. The playing qualities of the games for the last three diagrams, however, are very distinct because of the different methods of the enemies' approach to each other (which make differences in the risk of "dares"), and because of the differing risks in rescuing prisoners and taking the enemy's goal by entry.

It has seemed best to make a selection of the typical forms, and leave the leader of games free to choose his own. The first form is the simplest for beginners and younger players, and makes a good introduction to the game for such players.

Stealing Sticks is still another form of Prisoner's Base. The main difference lies in the carrying away of the enemy's property.

Prisoner's Base and related games are supposed to have descended from the days of border warfare. They are very old, and Strutt mentions a "Proclamation at the head of the Parliamentary proceedings early in the reign of Edward the Third, . . . where it [Prisoner's Base] is prohibited in the avenues of the palace at Westminster during the sessions of Parliament, because of the interruption it occasioned to the members and others in passing to and fro." The game at that time was played by adults.

PRISONER'S BASE — I

10 to 30 or more players.

Playground; gymnasium.

The ground is divided into two equal parts, with a small base or prison marked off at the farther end of each division. From five to fifteen players guard each side. They venture into the enemy's ground, and, if caught, are put into the prison, where they must remain until tagged by one of their own side who is free. Both prisoner and rescuer may be tagged and brought back to prison before reaching their own ground. The game is won when one side makes prisoners of all of its opponents, or when a free man enters the opponents' prison, but this last may be done only when there are no prisoners there.

PRISONER'S BASE — I

This form of Prisoner's Base differs from others in greater simplicity, both as to the arrangement of the ground and the rules of play. It is therefore better for younger players or beginners in the game.

The differences in detail consist in: —

1. The ground being divided by a line through the center into two opposing territories. In other forms, the main playground is neutral territory, each party having a small home goal marked within it.

2. In this game (No. I) a player cannot "give a dare" without venturing into the opponents' territory, and any opponent may tag him. In other forms, the tagging, being on neutral territory, is controlled by limitations as to which player was last to leave his home goal, and makes a more complex game.

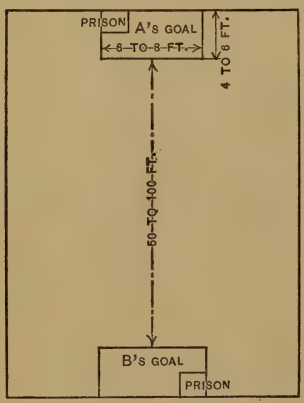
The rules about (1) a prisoner and his rescuer both being liable to capture on the way home, and (2) to winning by entering the enemy's prison, with the restriction that no prisoners must be there, are also distinctive features.

PRISONER'S BASE—II

10 to 30 or more players.

Playground; gymnasium.

Two captains are chosen who select players alternately until all are disposed in two parties of equal numbers. A large goal is marked off at each end of the ground, with a small base or prison in one rear corner of it. The wide, open space between the goals is neutral territory. The objects of the game are to enter the opponent's goal or to make prisoners of all of his men. The entrance of one player within the enemy's home goal means victory for his side. As one player advances for this purpose, or "gives a dare," the opponents send out a player to tag him, when the first side immediately sends out a second player to "cover" or protect the darer by trying to tag his opponent. The first side then sends out a second player to "cover" their first man. He is at liberty to tag either of the other two players. In this way any or all of the players may be out at one time, though it is unwise to leave the goal unguarded. Any player may tag any man from the opposite side who left his goal before he did, but none who came out after he did. Whenever a player returns to his home goal, which he may do at any time, the man who went out to cover him must return also, and of course the man who went out to cover this second one, etc. The issuing forth of players, or their return to the home goal, is subject at all times to the direction of the captain, though much independence of judgment should be exercised by the various players. The captain may also designate one player to guard the home goal and one to guard the prisoners whenever he chooses.



PRISONER'S BASE—II

PRISONER'S BASE

Any player caught (tagged) is placed in the opponents' prison ("prisoner's base"), where he must remain until rescued by one of his own side. The prisoner may reach as far out of the prison as possible, so long as one foot is within it. When there are several prisoners, they may take hold of hands or otherwise touch each other, as by the feet (this is optional with the prisoners), and reach forward as far as possible, to be tagged by a rescuer, so long as one of them (the last caught) keeps one foot within the prison goal. In such a line the first one caught should be farthest from the prison, the next one caught holding his hand, and so on in the order of capture. A guard should always be at hand to intercept any attempts at rescue. A prisoner and his rescuer may not be tagged while returning home, but the rescuer may be tagged before he touches the prisoner. One rescuer may free only one prisoner at a time. Whenever a player is caught, all of the others return to their home goals (except prisoners), and a fresh start is made in the game.

Much finessing is possible by engaging the enemy on one side of the ground, while a good runner is held in reserve to dash into the enemy's goal on the other side. Or one player may, by a wide detour, creep around unnoticed to the rear of the enemy's goal and enter it from that side.

Each side should have a captain to maintain discipline, to take general direction of the game, and to decide with the opposing captain any disputed points.

This game is more complicated than the one of the same name previously described. It is well for beginners to start with the first game. The author can testify from vivid recollections the hold which this form of the game may have for successive seasons on its devotees. Sometimes a "dare line" is drawn a few feet in front of each home goal, which challenges the opponents to a special thrill of venturesomeness. The game in this form, as a small boy said to the author, is "the national game of Minneapolis."

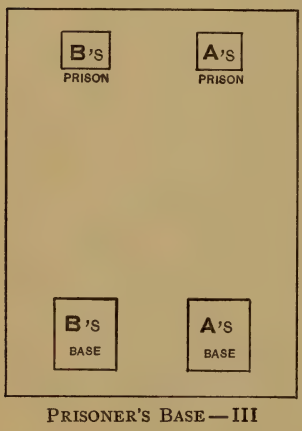
PRISONER'S BASE — III

6 to 30 or more players.

Playground; gymnasium.

The ground is divided according to the accompanying diagram; the players, who are divided into two equal parties, with a captain

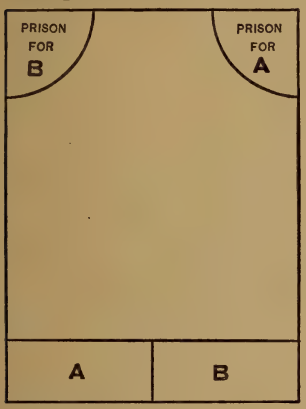
for each party, being stationed respectively in the goals marked *A* and *B*, which are at the same end of the ground instead of at opposite ends, as in Prisoners' Base II. In the present form of the game, the prison belonging to each side is located directly opposite its own home goal at the farther end of the ground, instead of near its own goal, as in II. Rescue of a prisoner is by entry of the opponent's prison, not by tagging the prisoners; so there is no object in the prisoner's reaching out of the prison, as in the previous forms of the game.



PRISONER'S BASE—III

The two parties decide by counting out, holders, drawing lots, or some other form of choice, which shall commence. One member of this side then runs out to the middle of the ground and gives a "nominy," or "dare," calling, "Chevy, chevy, chase! One, two, three!" As soon as he has called this (but not before), he is liable to be tagged by the opponents, who try to catch him before he can run home again. Should he reach home in safety, the opponents take their turn in sending a man to the middle to give a "dare" in the same way. A player need not run home, however, but may remain at large, another player from his side running out to cover or protect him by trying to tag the opponent. Several players from each team may be out in this way at one time. A player may be caught by any man who left his home goal after he did, but by none who left before him. Each player must therefore keep a sharp watch on his opponents to know which of them may tag him and which he may tag. This is continued until a prisoner is caught, when he is taken by his captor to the prison belonging to the side capturing him. A captor may not be tagged while taking a prisoner to prison, and is allowed to go back to his goal afterward without tagging. If a player can reach the opponents' prison without being tagged by an opponent, he releases the first prisoner taken there. Both may return home without being tagged. The object of the game is to place all of the players of

the opponents' side in prison, and when that is accomplished, to take possession of the opponent's home goal. When this is done, the two parties change sides and begin again, the losing side being first to send a man into the field.



PRISONER'S BASE — IV

PRISONER'S BASE — IV

This differs from the preceding game only in the laying out of the ground, the prison for each party being on the opponent's side of the ground instead of on the side of the home goal. This arrangement decreases the risk in rescuing prisoners. All of the rules for the game are the same as in III.

PRISONER'S BASE — V

10 to 30 or more players.

Playground; gymnasium.

In this form of prisoner's base the ground is marked out in a square or oblong, the dimensions varying with the number of players and their age or ability as runners. For average players a ground measuring 60 × 60 feet is recommended. The two end boundaries serve as base lines, the territory beyond each belonging to the party on that side. In this respect the game differs from those previously described, in which a limited home goal is marked for each team. About ten feet from the base line, near the left-hand corner of the square or oblong, a small prison is marked for each team.

PRISONER'S BASE — V

The first object of the game is to make prisoners of all the opponents. The second object of the game is to make runs into the enemy's territory and back again without being caught (tagged).

Three such runs entitle the player making them to select a player from the opposing team as a prisoner, or to free one prisoner from his own team. Should a player be made a prisoner, any runs he may have made into the enemy's territory up to that time are lost in his account, and when freed, he must begin his score of runs over again to count three. A player returning home after a run into the enemy's territory may not capture a prisoner, or free one of his own men from prison on the way. A player may not be tagged after crossing the opponents' base line until he starts back. In returning home after such a run, a player may be tagged by any opponent who left his own goal after the runner left his own goal (not the enemy's goal), but not by any who started out before the runner started. This rule applies to the capture of opponents at any time, any player, for instance, on team A, being liable to capture by any opponent on team B who left his base line *after* the A man, but not any who left it *before* he left his own. Similarly, he may capture any player on team B who ventured forth before he did, but must be on his guard against any who came out after he did. Stepping over the side lines while being chased is equivalent to being caught; but this does not apply when escorting a prisoner or at any other time.

Prisoners may stretch out of the prison as far as possible so long as one foot is within it. As the number of prisoners increases, they may stretch out in one long file from the prison, provided each touches a hand or foot, or some other part of the next player. In such a file, the first prisoner captured should be the farthest away from the prison, the last one captured with at least one foot in the goal, and the others in relative order. After the first prisoner is caught, the game centers more on freeing or preventing the freeing of prisoners than on runs into the enemy's goal.

This is the form of Prisoner's Base preferred by Mr. Joseph Lee of Boston, and described by him in *Playground* (No. 8). Mr. Lee says:—

"The interest of the game depends very much on locating the prison in such a way as to give the right balance between the forces of offense and defense. If it is placed close to the base line of the side by which the capture has been made, it is almost impossible to free the prisoner if there is any defense at all. The game is often spoiled by this mistake. On the other hand, it must not be placed too far out, for if it is, it becomes impossible to win the game, because the line of prisoners, when the side is nearly all caught, then extends to a point

so much nearer their own base line than to that of their opponents that even the slowest runner on the losing side can get down and free a prisoner before the fastest runner on the opposite side can get out to stop him. The art of laying out the ground is to have the prison placed far enough out to make the freeing of the first prisoner reasonably easy, without being so far out as to make the catching of the last one impossible. In general, the game can be made lively and comparatively unscientific by making the distance between the base lines (the lines on which the two sides are lined up) short, the field wide, and the prisons far out; and can be made more difficult and less eventful by making it long and narrow, with the prisons close in. If this latter tendency is carried too far, however, freeing prisoners and making runs become at last impossible, and the game is entirely stopped. . . . The game, of course, is at its best when there is most going on and of the most thrilling sort, — a lot of players making runs and freeing and defending prisoners, — with flight and rally, charge and rout, and triumph and despair."

PUSS IN A CORNER

5 to 30 or more players.

Schoolroom; playground; gymnasium.

All of the players but one are disposed in the corners or at convenient goals that will answer the same purpose. The odd player goes from one to another, saying, "Pussy wants a corner!" The player to whom this is addressed replies, "Go to my next-door neighbor." Any two of the other players meanwhile watch their opportunity to beckon to one another for exchanging places. They try to make this exchange of signals and to dash across from place to place when the attention of Puss is attracted in some other direction, as Pussy must try to secure a corner by rushing to any place that is vacant when the players thus exchange.

The sport of the game consists very largely in tantalizing Puss by making many exchanges, or, on the other hand, in Puss suddenly dashing for some vacant place without giving previous evidence of knowing of it. Whenever Puss secures a corner, the odd player left out becomes Puss.

Puss, when not succeeding in getting a corner as soon as desirable, may call "All change!" when all of the players must exchange places, and in the general flurry Puss should secure a place.

Out of doors. — This game may be very delightfully adapted to outdoor play by each player taking a tree as a "corner," when the dodging and running

may be much more varied and interesting than in the open space of a parlor or gymnasium.

PUSS IN THE CIRCLE

10 to 30 or more players.

Playground; gymnasium.

A large circle is marked on the ground or floor. One player, who is Puss, stands in the center of this circle; the other players stand outside of the circle surrounding it. These players may be tagged by Puss whenever they have a foot inside of the circle. They will make opportunity for this by stepping in and out of the circle, teasing Puss in every possible way to tag them. Any one whom Puss touches becomes a prisoner and is another Puss, joining the first Puss in the circle to help tag the others. The last one tagged is the winner of the game.

This is one of the games particularly suited to make a timid child courageous, and a teacher or leader using the game with little children should urge such timid children to take an active part in the game.

RAILROAD TRAIN

10 to 100 players.

Parlor; schoolroom; out of doors.

Each player is named for some object on a train, such as engine, baggage car, dining car, smokestack, boiler, cylinders, wheels, oil, coal, engineer, porter, conductor, etc. One person is chosen to be the train master. He says in narrative form: "We must hurry and make up a train to go to Boston. I will take Number One *engine* and some *coal;* have the *bell rope* in order; be sure that the *cushions* are brushed in the *sleeping car,*" etc. As he names these objects, the player bearing each name runs to the starter and lines up behind him, each putting his hands on the shoulders of the one in front, the first one placing his on the shoulders of the starter. When all are on the train, the starter gives the signal for going, and the whole train moves out on its journey, which at the discretion of the starter will be up hill over obstacles, down hill from others, around loops and curves, etc.; and he

may, under suitable circumstances, find a convenient place for a grand "smash-up" at the end.

For large numbers there should be several starters, starting several trains at once, and these may race for a given point at the end.

RED LION

5 to 30 or more players.

Playground; gymnasium.

A place is marked out at one side or end of the ground called the den. In this stands one player who is called Red Lion. The other players choose one of their number as a chief, who does not run, but stands at one side and directs the movements of the others. The chief calls "Loose!" to the Red Lion. After hearing this signal, the lion is free to run out whenever he chooses. The players venture near to the den, taunting the lion with the lines: —

> "Red Lion, Red Lion, come out of your den!
> Whoever you catch will be one of your men."

When the Red Lion thinks the players are sufficiently near to give him a good opportunity to catch one, he makes a sudden sortie and catches any player that he can. The player is not his prisoner until the Lion has held him and repeated three times "Red Lion!" Both the Lion and his prisoner must hurry back to the den, as all of the other players may turn upon them at once to drive them back with blows. This is generally restricted to hitting with caps. Thereafter, when the Red Lion issues forth, he must take the prisoner with him, hand in hand, both of them endeavoring together to catch one of the other players by putting their arms over his head.

The Red Lion and his man may not issue, however, from their den until the chief calls "Cow catcher!" or some other signal, as explained below. As in the previous case, when a prisoner is caught, he and his captors hurry to the den to avoid the buffeting of the other players. Each time that the Red Lion goes forth, all of his prisoners must go with him. The method in which they go, however, and in which they capture their prey, will be determined by the signals of the chief. When he calls "Cow catcher!" they must all run out in a long string, hand in hand, and capture their

prisoner by any two in the line slipping their clasped hands over his head. If the chief calls "Tight!" the Red Lion and his men go forth in the same way, holding hands, and try to capture a player by surrounding him and so take him to the den. Should the chief call "Doubles!" then the Red Lion and his men come forth two by two, and try to capture their prisoners. The order in which these varied commands are given is entirely at the discretion of the chief.

At any time when the Red Lion and his men are out on the hunt, any of the other players may try to break apart the clasped hands of the hunters. Whenever this is done, the lions must rush back to their den, being driven back and buffeted by the outside players. The game ends when all of the men have been captured by the Red Lion's party. The last man to be caught is the winner, and becomes Red Lion for the next game.

RING-A-LIEVIO

(Ring-a-lee-ve-o)

10 to 30 or more players.

Out of doors.

This is a form of Hide and Seek in opposing parties. Players who are caught are prisoners and may be freed as described. The method of capture also differs from that in some other forms of Hide and Seek.

A small goal or den about five feet square is drawn at some central point.

Two leaders are chosen who alternate in choosing players, until all are disposed in two groups. Lots are drawn or counting out resorted to between the captains to determine which side shall start out first. The remaining group takes its place in the den while the opponents go to some distant point, from which they call "Ready!" and immediately scatter and hide.

The group in the den, as soon as they hear the call "Ready!" start out for the chase, leaving one of their number to guard the den. Whenever a player is caught (tagging is not enough; the player must be firmly secured), the catcher calls "Caught! Caught! Caught!" and leads his prisoner to the den. The object of the

game is to make prisoners of all of the hiding team. A prisoner may be freed from the den by one of the players from his group running out from his hiding place and tagging him. This may only be done, however, by the rescuer getting both feet in the den. Should this be accomplished, the rescuer calls "Ring-a-lievio!" as he dashes through the den, and both run for safety. The den keeper tries to catch them as they run away, but may not chase them beyond certain boundaries, which must be determined beforehand. Only one prisoner may be freed at a time. Prisoners are most easily freed when there are several in the den at once and the den keeper's attention is distracted to one side of the den while the prisoners are freed from the other.

This game, like all hiding games, is especially adapted to open spaces, offering many hiding places, such as the edge of a wood, a garden, park, or playground having considerable shrubbery, or to a village street.

RINGMASTER

10 to 60 players

Playground; gymnasium; parlor.

This may be made a very amusing game for young children. One is chosen for ringmaster and stands in the center. If he can flourish a whip like a true ringmaster in the circus, the interest of the game will be enhanced. The other players form a circle around him without clasping hands.

The ringmaster turns and moves around in a circle, snapping his whip at each flourish, and calling the name of some animal. The players in the circle immediately imitate the animal, both as to its movements and cries. For instance, for a bear they claw or run on "all fours," or climb and at the same time growl; for a frog they may hop or swim and croak. The list may include the hopping kangaroo, the snarling and springing tiger, the humped and swaying camel, the balking and braying donkey, the flopping and barking seal, the scratching and cackling hen, the ponderous and mooing cow, the neighing and galloping horse, etc.

The ringmaster at his discretion may announce, "We will all join the circus parade!" whereupon all of the animals should

gallop around the circle in characteristic movements, each choosing an animal that he likes to represent.

ROBBERS AND SOLDIERS

10 to 100 players.

Out of doors.

This game is best played in the country, where there are woods in which the robbers may hide.

The players are divided between robbers and soldiers, there being about ten robbers to fifty soldiers (the proportion of one to five). The larger and stronger players are usually selected for the robbers. The soldiers have one General who directs their movements, and the robbers a Captain. The robbers are given five or ten minutes' start from the prison. The soldiers stand at this place, marked as their fort or prison, until the General gives the command for the search to begin. The object of the robbers is to hide so that the soldiers may not find them, and when found, to resist capture if possible. They may hide by climbing trees or dodging behind them, conceal themselves in underbrush, under dead leaves, etc. If played aright, the game should be a very strenuous one, the resistance offered by the robbers requiring several soldiers to overcome. A robber may resist all of the way to prison. A guard is appointed by the General for the prison, and prisoners may run away at any time if not prevented by the guard.

The soldiers, in attempting to locate the robbers, will use many devices besides a simple hunt. For instance, they will form a large circle and gradually work in toward the center, thus surrounding any robbers who may be hidden within the territory so covered. The game is won when all of the robbers have been made prisoners. Old clothes are quite in order for this game.

The soldiers will find whistles of advantage for signaling each other for help.

This game has been a favorite one for many generations with the boys at a large school near Copenhagen.

From painting by Maximilian, Prince of Wied.

ROLLING TARGET AS PLAYED BY THE HIDATSA INDIANS, FORT CLARK, NORTH DAKOTA

Reproduced by kind permission of the Bureau of Ethnology, Washington, D.C., from "Games of the North American Indians," by Stewart Culin.

ROLLING TARGET

2 to 30 players.

Gymnasium; playground.

This game consists in shooting or hurling through a rolling hoop a stick or gymnasium wand. The hoop may be from six inches to two feet in diameter. The smaller hoop is adapted only to expert players; it is well to begin with a hoop the size of a barrel hoop.

Where there are numerous players, they are divided into opposing teams, which alternate in throwing at the target (hoop). These players take places at intervals of about five feet along one side of the playground, each holding a spear (stick) to hurl at the hoop as it passes him. Another player stands at one end of the ground and sends the hoop rolling the full length of the space covered by the playing team; its course should be from ten to twenty feet distant from the line-up of the team and parallel to the latter.

As the hoop passes him, each player in turn hurls his spear at it. This is best done with the spear held horizontally at a height of about the middle of the hoop. Each spear that successfully goes through the hoop scores one point for its team. Each team has three rounds, and then gives place to the opponents. The team first scoring one hundred points wins the game.

When there are not enough players to put into teams, each player scores independently, the first to make twenty points winning.

For obvious reasons of safety, no player should be allowed on the side toward which the spears are hurled. This game may be played capitally with bean bags instead of sticks.

This is an adaptation of one of the hoop and pole games played by the North American Indians, and is almost the only game of theirs that has not been previously adopted by the whites. The instant success of the game with boys, who ask to stay after school to play it, would indicate a valuable acquisition. Different tribes of Indians play with different sized hoops, the illustration showing a very small one. The author is indebted for this to the remarkable collection, *Games of the North American Indians*, by Mr. Stewart Culin.

ROUND AND ROUND WENT THE GALLANT SHIP

4 to 30 or more players.

Indoors; out of doors.

This is a simple little game for very little children, consisting simply in dancing around in a circle with clasped hands as the following verse is recited, and "bobbing" down quickly as the ship goes to the bottom of the sea: —

"Three times round went our gallant ship,
And three times round went she;
Three times round went our gallant ship,
Then she sank to the bottom of the sea."

A tumble as the ship goes down adds much to the spirit of the play.

RUN, SHEEP, RUN!

10 to 30 or more players.

Out of doors.

This is a form of hide-and-seek, but the hiding and the seeking are done by parties instead of individually, each party acting under the direction of a captain. Any number of players may take part, but from four to six on a side are perhaps best.

Two captains are chosen, who in turn alternately choose players until all the players are divided into two parties. One party becomes a searching party (chosen by lot, "holders," or counting out between the captains) and remains at the goal, while the other party goes out with its captain, who directs the various individuals where to hide, after agreeing with his party on a series of signals to be used, as described below. When all are hidden, this captain goes back to the searchers, who at once start out on the hunt under the direction of their captain, who may divide or dispose of his party as he sees fit. The captain of the hiding party remains with the searchers, calling out signals to his hidden men which shall enable them to approach nearer to the goal by dodging from one hiding place to another, always trying to keep out of sight of the searchers.

Neither party, however, may run for the goal until its own captain shouts "Run, sheep, run!" The captain of the hiding party is generally the first one to give this signal, and he does so whenever he thinks his men are well placed to make the goal. The captain of the searchers naturally gives the signal to his players as soon as he hears his competitor calling it, as the game is won by the party of which one player first reaches the goal.

Should any member of the searching party catch sight of an opposing player before all run for the goal, he tells his captain, who at once shouts, "Run, sheep, run!"

Any signals may be agreed on between the captain of the hiding party and his men; the following are examples:—

"Red!" meaning "Danger."
"Green!" meaning "Go around the house to the left."
"Blue!" meaning "Go around the house to the right."
"Purple!" meaning "Stand still."
"Yellow!" meaning "Keep on going in the same direction and get nearer to the goal."

SADDLE THE NAG

6 to 30 or more players.

Playground; gymnasium.

This is a game of leapfrog. The players are divided into equal parties, with a chief for each. One of the chiefs stands with his back to a wall or fence, and all of his party bend their backs as for leapfrog, the first with his head against the chief, and the others, one behind the other, in a line stretching out in front of him. Each player in the line braces his shoulder against the stooping player next in front, or each may grasp the forward player around the waist. The heads should all be turned to the same side. One of the opposite side then leaps on the back of the player farthest from the wall, and tries to make his way over the backs of the entire line to the chief to "crown" him; that is, to place his hand on his head. The players who are making "backs" try in every way, without rising to a standing position, to throw this player off and so prevent his crowning their chief. Each player of the "out" side tries in turn to crown the chief. Should they be unsuccessful

the sides change. If one or more players succeed in crowning the chief, each successful player has a second chance before the sides change. The side that succeeds in oftenest crowning its opponent's chief wins the game. The limit of the game is usually placed at six trials for each side.

SARDINES

10 to 30 or more players.

Playground; house party.

This is a game of hide and seek that reverses some of the usual methods of playing the game. The player chosen to be It, instead of blinding goes out himself to hide, while all of the other players stay at the goal. While one of their number counts one hundred, they must all either blind their eyes or be shut in one room to give the hider a fair chance. After counting, they shout "One hundred!" and all start out to hunt for the hider. Any player discovering him must, after making sure that none of the others observe him, hide in the same place with the hider. If necessary, he must linger near until there is opportunity to do this without being discovered. If there should not be room to hide in the same place, the finder must take a seat in plain sight near the hiding place. Sometimes a large number of players will be seated in a room or in a group out of doors, while the last unfortunate hunters try to locate some clever hiding place which is obviously near but hard to detect. Of course it is better for the players to actually hide with the first hider, if practicable, which probably suggested, on occasion, being "packed in like sardines."

This is one of the most interesting house party games for young people for either out of doors or within.

SCHOOLROOM TAG

10 to 60 players.

Schoolroom.

A circle about three feet in diameter is drawn on the floor in the front of the room and serves as a goal. One player is chosen to be It, and stands ten feet from the goal. The other players sit

at their desks. The one who is It calls the name of some player, who must at once rise and try to run through the goal and return to his seat without being tagged. In order to do this, he may have to make quite a detour before passing through the goal, or he may be able to run through it at the opening of the chase. The chaser must also run through the goal before he may tag the runner. If the chaser succeeds in tagging the runner, he continues to be chaser, and calls the name of another player to run. If the runner gets to his seat without being tagged, he changes places with the other and becomes It.

This game is printed with the kind permission of the Alumni Association of the Boston Normal School of Gymnastics, from the book entitled *One Hundred and Fifty Gymnastic Games.*

SHADOW TAG

4 to 60 players.

Out of doors.

This is a very pretty form of tag, suitable for little children, and they delight in playing it. It hardly need be said that it requires a sunny day.

The player who is It tries to step or jump on to the shadow of some other player, and if successful, announces the fact by calling the name of the player. That player then becomes It.

The teacher or leader will need to encourage the children to venture boldly into the open spaces, where the shadows become apparent, rather than to huddle on one side of the ground, where the chaser cannot reach the shadows.

SHUTTLE RELAY

(Double Relay)

20 to 100 players.

Playground; gymnasium.

This form of relay race is especially adapted to large numbers in limited space. The action is more rapid than in the single relay, although each runner runs only half as far.

The players are divided into two or more groups of equal numbers. Each group in turn is divided into two divisions, which stand facing

each other in single file, with the leader of each division toeing a starting line. There should be from fifty to one hundred and fifty feet between the starting lines. At a signal, the leaders on one side of the ground run forward, but instead of touching a goal or terminal line at the opposite end of the ground, the runner "touches off" (touches the outstretched hand of) the leader of the line facing him, and passes at once away from the playing space. He should not line up again with his team.

The player thus touched dashes forward in his turn and touches the first player in the file facing him, from which Number One came, and passes off the game limits. Each player thus runs only in one direction, instead of in two, as in a single relay race. The team wins whose last player first dashes across the starting line opposite him.

As in the single relay race, this may be played by handing a flag from one runner to the next, instead of "touching off." If a flag be used, it should not be on a stick because of danger to the eyes.

This game may also be played with strict observance of athletic rules. The first runners should then be started with the signals, "On your mark!" "Get set!" (or "Get ready!") and "Go!" There should be a judge to watch fouls for each division of each team, and two judges at the finish. Fouls consist in starting over the line, even with part of the foot, before being touched off, or in a failure to actually touch. The teams win in the order of finishing, plus consideration of the number of fouls, as described for the Potato Shuttle Relay.

SIEGE

10 to 30 players.

Out of doors; barn.

This game is suitable for a barn; the greater the number of open doors and windows available in the barn the better.

The players are divided into two equal parties, one of which personate defenders, and take their places in the barn, with the doors and windows open. The other party are the besiegers, and are stationed outside the barn. The fighting is done by means of weeds specially prepared for the purpose. The weeds commonly called redroot or iron-weed are very good for this. The stems, measuring about a foot and a half in length, are stripped except

for a small leaf or tuft of leaves at one end. On the opposite end the root is cut away so as to leave only a small knob which will serve to weight the missile.

The game opens with each party provided with a pile of this ammunition, which is thrown at the opponents through the doors and windows of the barn. A player hit once with a dart is considered "wounded," but may keep on playing. A player hit twice is "killed," and is out of the game. Each party must keep within its own bounds.

The party wins which has the fewest killed at the end of the game.

This was a favorite game with a group of Long Island boys, from one of whom the author obtained it.

SINGLE RELAY RACE

10 to 100 players.

Playground; gymnasium.

This game differs from the track event known as a Relay Race. The form here given is one of the best for engaging in strenuous exercise all of a large number of players in a limited playing space.

A wall or fence is chosen for a goal, or a line may be drawn across the ground for this purpose, or a goal object may be placed for each team, around which each player on the team must run. From fifty to a hundred feet back of this goal, or objective point, and parallel to it, a line is drawn to serve as a starting line.

The players are divided into two or more groups of equal numbers. Each group lines up in single file behind the starting line. If possible, there should be at least five feet distance sideways between the files. The first player of each file stands toeing the starting line, and at a signal runs forward to the goal, touches it with his hand if it be a wall or fence, or with his foot if it be a line on the ground, or runs around it if it be an object. He then runs back to his line and touches the outstretched hand of the next player (called "touching off"), who should have moved forward to toe the starting line. As soon as this touch is received, this player in turn runs forward, touches the goal, and returns in the same way. Each player as he returns leaves the playing space at

the rear. The file moves up one place each time that a runner starts, so that the next player will toe the starting line.

The file wins whose last runner is first to dash across the starting line on his return run. If desired, each runner may hold a flag in his hand and pass it to the next player, instead of merely touching the hand. This flag should not be on a stick, which is dangerous for the runner receiving it.

Starting over the line before being touched by a returning runner is a foul. Where athletic procedure is not observed, this starting over the line may be penalized by having the transgressor go back and start over again. In an athletic event it disqualifies the team, unless the competing teams have made an equal or greater number of fouls.

Where this game is played in strict athletic form, the first start is made in response to the usual signals: (1) "On your mark!" (2) "Get set!" (or "Get ready!") (3) "Go!" In competitive events of this sort, crossing the starting line before being touched off is a foul; also touching a goal object around which the players may have to run. There should be a judge of fouls for each team and two judges at the finish. The team wins which finishes first with the fewest number of fouls, as explained for the Potato Race. The simple "touch-off," and not the handing of flags, is customary in athletic procedure.

SKIN THE GOAT

6 to 20 or more players.

Playground; gymnasium.

This is a game of leapfrog, differing from Saddle the Nag in the gradual lengthening of the line of backs, though there are similar features in the two games. The players in this game are not divided into opposing parties.

One player stands with his back against a wall or fence. Another player stoops, with his head against the breast or stomach of this first player. A third player jumps upon the back thus made and tries to "crown" the player standing against the wall, that is, to place his hand on his head. The player, who is making the "back" tries in every way (except by straightening up) to throw the player off his back and so prevent his crowning of the standing player. If the "back" succeeds in doing this, the one whom he throws off takes his place behind this stooping player in the same

general position, grasping him around the waist and bending his head to one side or against the forward player, thus lengthening the line of backs. Another player then jumps on the backs, tries to make his way to the one who is upright and crown him. Any player who succeeds in crowning the upright player changes places with him, the one winning who has done this the most times when the play ends.

SKYTE THE BOB

2 to 10 players.

Playground; seashore.

Note. — The word "skyte" means a sharp, glancing blow, and as here used indicates the way in which the stones are thrown at the "bob."

This game is played with buttons and stones. Each player is provided with one or more buttons called "men." A small, flat stone about the size of a quarter may be used as a man in place of a button. In addition, each player is provided with a flat stone called a "pitcher." A flat stone, small, but somewhat larger than the pitchers, is placed on the ground as a base on which the men are piled, and is called the "bob." The game consists in hitting the bob with a pitcher so as to knock over the pile of men, the men becoming the property of the thrower or not, according to their position as they fall.

From fifteen to twenty-five feet from the pile of men a line is drawn from which the players throw. Each player in turn toes the line and throws his pitcher so as to strike the bob or base under the pile of men, his object being to make these men fall off. Any men that are knocked off, and lie nearer to the pitcher where it fell than to the bob, become the property of the player who threw the pitcher. The second player then takes his turn, but his play is more difficult than that of the first player, as any men that he drives nearer to the first player's pitcher belong to the latter. Any man which lies nearer to the second player's pitcher, however, than to the bob or to the first player's pitcher, belongs to this second player. This is continued by the different players in succession, the player winning who has the largest number when all of the men are disposed of, or when all have thrown.

SLAP CATCH

(Hands Up)

10 to 30 or more players.

Playground; gymnasium; schoolroom.

The players stand in a circle, with one in the center. Those in the circle bend their elbows, which should touch the sides, and extend their hands in front, with palms downward. The object of the one in the center is to slap the hands of any player in the circle while thus extended. The circle players may bend the hands downward or sideways at the wrist, but may not withdraw the arms, or change the position of the elbow. Any one slapped in this way changes places with the one in the center.

The success of this game will depend upon the alertness of the one who is in the center, who should dodge quickly and unexpectedly from one part of the circle to another, with many feints and false moves that will keep the circle players uncertain where he is going to slap next. Played in this way, the game calls for much alertness on the part of all concerned. The circle should not be too large, or the action will be too slow to be interesting.

SCHOOLROOM. — In the schoolroom this is played in groups with the players seated instead of in a circle. Two rows face each other to form a group, with feet drawn well under the seats. The one who is It walks up and down the aisle.

SLAP JACK

(Herr Slap Jack; Skipaway)

10 to 30 or more players.

Playground; gymnasium; parlor.

The players stand in a circle, clasping hands. One player runs around the outside of the circle and tags another as he runs. The player tagged immediately leaves his place and runs in the opposite direction. The object of both runners is to get back first to the vacant place. Whoever succeeds wins, and remains in that place, the one left out becoming runner the next time.

This is sometimes varied by having the players bow and shake

hands as they meet. This adds an element of self-control, but detracts from the vigor and sport of the game. This game is one of the standard favorites for little children.

SCHOOLROOM. — In the schoolroom this game is played with all of the pupils seated except one. The odd player walks or runs through the aisles, touches some player, and runs on around the room in the direction he is going. The one touched at once leaves his seat and runs around the room in the opposite direction. The one wins who first gets back to the vacant seat. Dodging through aisles to shorten distance is not allowed; the run must be around the outer aisles of the room.

SLIPPER SLAP

10 to 30 or more players.

Indoors; out of doors.

This game is played with a slipper, or a piece of paper folded in several thicknesses to present a surface of about three by eight inches, firm but flexible. This may be crumpled at one end to form a sort of handle, if desired.

One player is chosen to stand in the center. The others stand in a circle, shoulder to shoulder, so that the center player cannot see what goes on behind their backs. The players then pass the slipper from hand to hand behind their backs, taking every favorable opportunity to slap the one in the center with it; but instantly that this is done the player holding the slipper must put it again behind his back and pass it to the next player, to avoid being caught with the slipper in his hand. The one in the center should try to catch any player who thus slaps him before the slipper is passed to another player.

Very rapid action and much sport may be had from this game. It is rulable to hit the center player with nothing but the slipper, but the players will use any other feints they choose to mislead him as to who holds the slipper, pretending to pass it, or making a false move as though to hit him, etc. The center player must catch one of the circle men with the slipper actually in his hands to have it count. Should this be done, he changes places with that player.

This game may be played in the schoolroom, the class being

divided into groups of ten or twelve players each. It is also an excellent parlor game, and is full of sport if played by quick, alert players.

This game is from Denmark.

SMUGGLING THE GEG

10 or 30 to more players.

Out of doors.

This is an old Scotch game, evidently an outgrowth of smuggling. The "geg" is a small treasure or object easily handled, such as a pocket knife, key, marble, etc.

The players are divided into two even parties, one called the "Outs" and the other the "Ins." A den about four feet by six in size is marked on the ground in some central place. Both parties agree on boundaries beyond which it is unfair to go, though the space available for play should be very considerable. It is determined by lot or by counting out which of the parties shall be the first Outs, or smugglers, this being the more desirable position. The Outs have the geg, or treasure, which they give to one of their number in a manner that leaves his identity unknown to the Ins. They may do this by going out of sight around a corner of a building and choosing one of their number to take the geg, or by standing in a row within sight of the Ins, with their backs to a wall or fence, and pass the geg from hand to hand behind their backs, making many feints and passes intended to deceive the onlookers.

When the geg has been deposited with one of their number, the Outs run and hide, but before reaching their final hiding place, must give a call of "Smugglers!" This is the signal for the Ins to start on the chase. The object of the Ins is to catch the one player among the Outs who is custodian of the geg. The identity of this player may be a sheer matter of surmise on their part, when they will have to challenge any player whom they may catch. If the player holding the geg can return to the den without being caught, his party wins, and again goes out for the next game. But if the holder of the geg be caught before he gets to the den, the Ins win the game, and become the Outs for the next round.

Whenever one of the Ins catches one of the Outs, the latter is not a prisoner until he is "crowned"; that is, the pursuer must hold him, take off his cap, and place the palm of his hand on the prisoner's head, when he must cease to struggle. The pursuer then demands, "Deliver up the geg!" which must be done at once should this particular smuggler be the one who holds it. This fact is then shouted aloud, and all of the players return to the den. If the player caught should not have the geg, he is allowed to go free.

Of course it is to the interest of the Outs to engage the attention of the Ins as much as possible upon players who do not hold the geg, thus to give the holder of it a chance to make the den and so win for his party.

SNOW DART

2 to 10 players.

For the snow.

This game is played with a wooden dart about eight inches long, whittled out of wood about the size of a broomstick, pointed abruptly at one end, and sloping gradually to the other. A narrow track or slide is made down the side of a hill or inclined place, about sixty feet in length. At four different points in this track snow barriers or bumpers are made. The track is iced by throwing water over it and letting it freeze.

SNOW DART

The dart is started at a point at the top of the track. It is not rulable to shove it; it must simply be placed on the track and move of its own weight. The object of the game is to pass the dart in this way over as many of the barriers as possible without its leaving the track. Each player scores one point for each barrier, over which the dart passes without leaving the track, the one having the highest score at the end of the playing time winning. The players take turns in sliding the dart. Any player who can successfully pass his dart over all four barriers four times in succession, wins, irrespective of other scores. If desired, the players may play in partners.

This game is an adaptation from one played by the Cree Indians. For it the author is indebted to Mr. Stewart Culin's *Games of the North American Indians.*

SNOW SNAKE

2 to 10 or more players.

For the snow.

This game is played by skimming or skipping sticks over the hard surface of the snow, as stones are skipped over the water. Each player is provided with from three to five small sticks. These may be especially whittled, or they may be pieces of branches. A perfectly smooth stick is best, and one that has some weight to it. Each stick is notched, one notch on the first, two on the second, three on the third, etc.

The players stand at a given line and take turns in skimming their sticks over the surface of the snow, each player throwing but one stick at a time. When each player has thrown, the stick that has gone the farthest scores for the thrower according to the number of notches on it. For instance, if the stick had but one notch, it scores one point for the player; a three-notched stick scores three points, etc. The sticks are then gathered up and put to one side, and each player in turn throws the next stick in his bunch, the successful player of the first round having the first throw in the second round, and scoring in similar manner. This is continued until all of the sticks have been thrown. This may close the game, which is won by the highest scorer, or it may be repeated indefinitely, either with a time limit or until a certain score is reached.

This game is an adaptation of one played by the Wabanaki Indians. The Northern Indians have many games belonging to the Snow Snake class.

SPANISH FLY

5 to 30 or more players.

Playground; gymnasium.

This is a game of leapfrog in which the leader (first over) sets feats for the others to perform, as in Follow the Leader, any player who fails taking the place of the back. The following feats are popular: —

The jumper leaps over, touching the back with one hand only and waving his cap with the other.

SNOW SNAKE

Menominee Indian holding snow snake preparatory to throwing. From Hoffman.

Reproduced from "Games of the North American Indians," by Stewart Culin; with kind permission of the author and of the Bureau of Ethnology, Washington, D.C.

The jumper leaps over without touching the back.

The jumper makes a quarter turn while going over.

HATS ON DECK. — The leader, as he vaults, places his cap on the back, and must clear without touching it. Each player, in turn, adds his hat to the pile, the last player having to jump over all. If any one knocks over the pile, he must become back, and the game begins over again. If all jump successfully, the last one over then jumps again, removing his hat as he goes over without disturbing the others, and so on until all have been removed.

HATS FULL OF WATER. — The jumper places his own hat on his head upside down and balances it there while leaping over the back.

SPANS

2 to 10 players.

Out of doors; indoors.

This is a game played by snapping buttons against a wall, their landing point determining a score. Each player has a button. One of the players lays his button on the ground near a wall or fence. The others, in turn, snap their buttons against the wall so as to rebound near to that of the first player. Should the button snapped drop within one hand reach or span (*i.e.* the distance between stretched thumb and fingers) of the button first laid down, it scores two points for the player throwing it. If it comes within two such spans of the first button, it scores one point. Should it hit this button and bounce away within but one span, it counts four points. Should it so bounce within two spans, it scores three points; and should it go farther than this, it scores but one point. The number of points in the game, twenty-five or fifty, is agreed on at the outset. The players take regular turns, and the first to score the required number wins the game.

SPIN THE PLATTER

(See also *My Lady's Toilet*)

10 to 30 or more players.

Parlor; schoolroom.

All the players are numbered and seated in a circle, except one, who stands in the center and twirls a platter, tray, or some other

round object. As he starts it spinning, he calls any number that he chooses, and the player bearing that number must at once spring forward and try to catch the platter before it ceases to spin and falls to the floor. If successful, he returns to his place in the circle. If not successful, he takes the place of the spinner and pays a forfeit. The forfeits are all redeemed at the end of the game.

This game may also be played by calling the players by name instead of numbering them.

SPOONING

10 to 30 players.

Children's party; adult house party.

All but one of the players stand in a circle. The odd player is blindfolded and placed in the center. He is given two silver tablespoons. The players in the circle clasp hands and move around until the blindfolded player clicks the spoons together, at which signal the circle must stand still.

The blindfold player then goes up to any one in the circle, and by feeling over the face and head with the bowls of the spoons must identify the player. He may not feel on the shoulders or around the neck, only on the face and head. A player may stoop to disguise his height for this, but otherwise may not evade the touch of the spoons. If the blindfold player correctly identifies the one before him, they exchange places. If incorrect in his guess, the play is repeated.

This may be a very amusing game for either children or adults. The author has seen it played with great success under both conditions.

SQUIRREL AND NUT

10 to 60 players.

Schoolroom.

All of the pupils but one sit at their desks with heads bowed on the arms as though sleeping, but each with a hand outstretched. The odd player, who is the squirrel, and carries a nut, runs on tiptoe up and down through the aisles, and at his or her discretion drops the nut into one of the waiting hands. The player who gets

the nut at once jumps up from his seat and chases the squirrel, who is safe only when he reaches his nest (seat). Should the squirrel be caught before he reaches his nest, he must be squirrel the second time. Otherwise the player who received the nut becomes the next squirrel.

It is scarcely necessary to say that the other players wake up to watch the chase.

SQUIRREL IN TREES

10 to 100 players.

Schoolroom; playground; gymnasium.

This game is very like Hound and Rabbit, but is a little less exciting, and under some circumstances better adapted to very young children.

Most of the players stand in groups of three, with hands on each other's shoulders, forming hollow trees. In each tree is a player representing a squirrel, and there is also one odd squirrel without a tree. The teacher or leader claps her hands, when all of the players must run for other trees, and the odd squirrel tries to secure a tree, the one who is left out being the odd squirrel next time.

STAGE COACH

10 to 60 or more players.

Parlor; schoolroom; gymnasium.

A leader is chosen who has a faculty for telling a story. This leader gives to each of the players the name of some part of a stage coach or of its contents. Thus, one may be the whip, one the wheels, one the cushions, one the windows, others the brake, driver, harness, horses, passengers, including specifically the fat old gentleman, the woman with the bandbox, etc.

Where there are many players, several may be given the same name, though it is desirable that these should not all be seated near together. The leader then tells a story in which the various parts of a stage coach are mentioned, and whenever he names one of these parts or articles, the player or players bearing that name must get up instantly, whirl around once, and sit down again.

Any player failing to do this must pay a forfeit. Whenever the story teller says "Stage Coach!" all of the players must get up and turn around. At the end of this story he will manage to have the stage coach meet with a catastrophe, and as soon as he says "The stage coach upset!" all of the players must change seats. The leader takes this opportunity to secure one for himself, and the player who is left without a seat becomes leader for the next game, or must distribute the forfeits. For large numbers there should be several more players than chairs.

The leader may say, for example: "It being a beautiful spring day, the *old lady with the bandbox* [here the old lady must get up and turn around] decided to visit her daughter, and so took a *seat* in the *stage coach* [everybody turns around]; she found the *cushions* [cushions turn around] very comfortable until the *fat old gentleman* [fat old gentleman turns around] got in, when the place seemed to her very crowded, and she was glad to open the *windows;* the *driver* cracked his *whip*, the *wheels* creaked, the *horses* strained at the *harness*, and away they started on their journey," etc.

The interest of the game may be enhanced by connecting the stage coach, its passengers, and journey with some well-known story, as of Mr. Pickwick and Sam Weller, or Rebecca of Sunnybrook Farm.

STAKE GUARD

(See also *Duck on a Rock.*)

10 to 30 players.

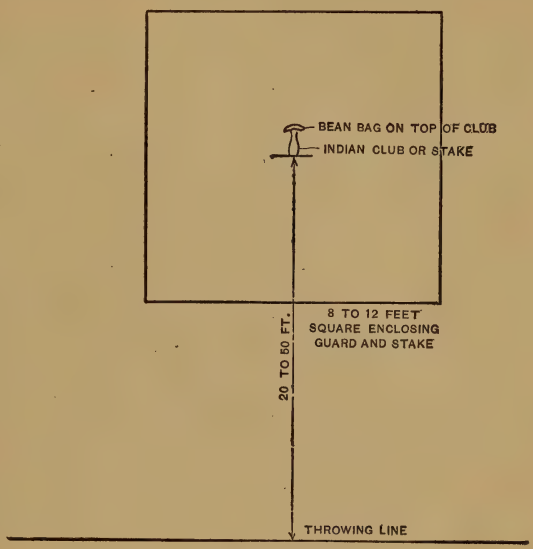
Playground; gymnasium.

This game is one of the forms of Duck on a Rock, and in this form is well adapted to use indoors as well as out of doors. The game differs from the ordinary games of Duck on a Rock chiefly in the limited territory to which the guard is confined.

A stake is driven in the ground (or if in a gymnasium, an Indian club is placed) in the center of a square plainly marked, and measuring from eight to twelve feet. A throwing line is drawn twenty or more feet from the stake. The game is played with bean bags, and begins with the choice of a guard. This choice is made by all of the players standing on the throwing line and throwing their bags at the stake. The player whose bag falls farthest away from the stake becomes the first guard.

The stake guard places his bag on top of the stake (or club). The other players line up on the throwing line. Upon a given

signal from a leader or captain, all of the players throw their bags simultaneously at the stake, trying to displace the bag on top of it. Knocking over the club accomplishes the same purpose. Each player must then try to regain his bag, but in doing this he may be tagged by the guard. If this be done, he changes places with the guard. The guard may only tag a player, however, within the limits of the square surrounding the stake, beyond which he may not go; and he may do this only after he has replaced his own bag on top of the stake.



STAKE GUARD

Any player failing to recover his bag at once will watch for an opportunity to do so when the guard is next occupied in replacing his own bag. Any player thus waiting for his bag may linger near the boundaries of the center square.

Should the guard succeed in tagging a player within the square, that player must at once place his own bag on the stake; and the guard must try to get his bag and escape from the square before this new guard can place his bag and tag him. As soon as a player recovers his bag and escapes from the center square, he should go at once to the starting line, and may throw again immediately for the center bag. The game progresses better, however, if all of the throwing be done simultaneously, the returning players waiting for a signal from the leader before throwing.

As players become proficient, the game may be made more skillful and interesting by increasing the distance between the throwing line and the stake, and also by lessening the size of the square drawn around the stake, in which the guard is confined.

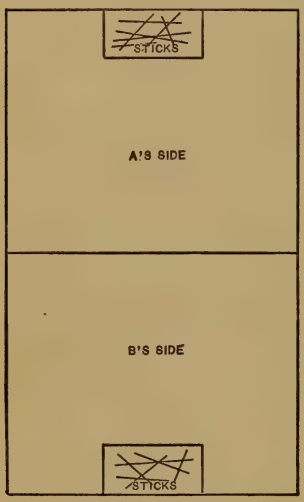
STEALING STICKS

(See also *Prisoner's Base.*)

10 to 30 or more players.

Playground; gymnasium.

The ground is divided into two equal parts, with a small goal marked off at the rear of each part, in which six sticks are placed. Each player who reaches the enemy's goal safely may carry one stick back to his own goal, and may not be caught while carrying it back. If caught in the enemy's territory before reaching the goal, a player must remain a prisoner in the goal until touched by one of his own side; neither may be caught while returning. Any player may catch any opponent, except under the rules just stated. No stick may be taken by a side while any of its men are prisoners. The game is won by the side gaining all of the sticks.



STEALING STICKS

This game is known also by the name of Scots and English and probably originated in border warfare. The players sometimes contribute some article of wearing apparel to the pile of property that is to be stolen instead of using sticks for the purpose. Caps and coats are the usual donations.

STEP

5 to 30 or more players.

Playground; gymnasium.

The ground is marked off by two parallel lines from fifty to two hundred feet apart. One player, who is chosen to be counter, stands on one of these lines with his back to the other players, who line up on the opposite line.

The object of the game is for the players who are lined up in the rear to advance forward until they cross the line where the counter

is stationed. They may only advance, however, by short stages, during which the player in front counts ten.

The game starts by this forward player counting ten loudly and rapidly, the other players moving forward while he does this, but immediately that he says "Ten!" they must stand still, and he at once turns to look at them. He will call the name of any player or players whom he sees moving, and any so called must go back to the starting line and begin over again. This counting of ten by the one player and moving forward of the others continues until all have crossed the line where the counter stands. The last one over changes places with him for the next game.

This game is a great favorite, especially with girls, though the writer has known many boys to play it persistently. The players will learn to use much caution in moving forward, often stopping before the count of ten, to be sure that they shall not be caught in motion. The progress thus made may seem slower than that of those who dash forward to the last moment, but as with the famous hare and tortoise, this slower but continuous method often wins.

STILL POND; NO MORE MOVING!

(Still water, still water, stop!)

5 to 30 or more players.

Parlor; gymnasium; playground.

One player is blindfolded; the others scatter promiscuously. The blindfolded player is led to the center of the playground, and asked: —

"How many horses has your father in his stable?"

He replies, "Three."

"What color are they?"

"Black, white, and gray."

"Turn around three times and catch whom you may."

The blindfolded player is then spun around so as to confuse his sense of direction. He then says, "Still pond; no more moving!" whereupon the other players must stand still, being allowed only three steps thereafter. The blindfolded player begins to grope for the others. When he catches one, he must guess by touching the hair, dress, etc., whom he has caught. If he guesses correctly, the player changes places with him. If incorrectly, he must go on with

his search. The players may resort to any reasonable devices for escaping the hands of the groping blind man, such as stooping or dodging, so long as they do not take more than three steps. When caught, a player may try to disguise his identity by making himself shorter, etc.

STONE

10 to 30 or more players.

Playground; gymnasium.

A large circle is drawn on the ground or floor in the center of the play space. At either end of the ground a goal is marked off. One player, chosen to be stone, sits on the floor in the circle. The other players stand around outside the circle, taunting the stone by stepping over into his territory. Suddenly, and the more unexpectedly the better, the stone rises and runs for the other players, who are only safe from tagging when behind one of the goals. Any one so tagged becomes a stone and joins the first stone in sitting near the center of the circle. They also join him in chasing the other players whenever he gives the signal. This continues until all the players have been tagged.

STOOP TAG

("Squat" Tag)

4 to 60 or more players.

Indoors; out of doors.

One player is It and chases the others, trying to tag one of them. A player may escape being tagged by suddenly stooping or "squatting"; but each player may stoop but three times. After the third time of stooping, the player may resort only to running to escape being tagged. Any player tagged becomes It.

For large numbers of players there should be several taggers.

SUN DIAL

2 to 10 players.

Gymnasium; playground; seashore.

A circle from twelve to twenty feet in diameter is drawn on the ground. This is intersected with straight lines, like the spokes of a

wheel, which divide it into twelve sections, numbered consecutively from one to twelve.

One player is blindfolded, placed in the center (on the hub of the wheel), and turned around several times to confuse his sense of direction. He then walks around inside the rim while counting twelve, or repeating the verse: —

"Dickery, dickery, dock;
The mouse ran up the clock;
The clock struck ten
He ran down again,
Dickery, dickery, dock."

SUN DIAL

He stops on the last word, and the number of the space in which he stands is scored to his credit; for instance, if he stops in section eight, it scores eight points for him; if in section three, it scores three points, etc. Should he stop with one foot on a line or outside the circle, he scores nothing. The players take turns, each having but one trial at a turn. The game is won by the player first scoring twenty-five or fifty points, as may be decided.

TAG

The game of plain, old-fashioned Tag may be made great sport, especially if suddenly and unexpectedly commenced in a group of players when other interests seem to lag.

The game has many variations, a considerable number of which are here given, each variation making practically a different game.

This game is found in all countries and is prehistoric. It is supposed to have arisen from the idea of fleeing from an evil spirit, and in those forms from which immunity is found by touching wood or iron or taking some particular position, that especial feature is supposed to have originated in the idea of breaking the spell of the pursuing evil.

The following tag games will be found in their alphabetical order: —

Cross Tag
Fence Tag
French Tag
Hang Tag
Home Tag
Japanese Tag (Over)

Maze Tag (Line Tag; Right Face)
Old Man Tag
Partner Tag
Schoolroom Tag
Shadow Tag
Stoop Tag (Squat Tag)
Tag
Whip Tag

TAG

4 to 60 players.

Indoors; out of doors.

Tag in its simplest form may be started by any one of a group of players suddenly turning to another, touching (tagging) him and saying "You're It!" when all must flee from the one who is It.

The player who is It may chase and tag any other player whom he chooses, but will aid his own ends by suddenly turning his attention from one player to another, or by doubling back on his course, or resorting to any of the other feints that give an unexpected turn to a game of chase.

The players who are being chased will add to the zest of the game by venturing as close as possible to the one who is It, calling to him and taunting him with their proximity, and suddenly dodging away. When a player is hard pressed or breathless, or does not wish to play, he may become immune from tagging by crossing any one finger over its neighbor on either hand, as the forefinger over the middle finger. It is considered "babyish," however, to resort to this unless there is some very good reason. A player who has had a good fair chase ought to be willing to be It if caught.

Any player whom the chaser tags immediately becomes It, but the chaser, in touching him, must say "You're It!" At his own discretion he may add "No fair," which means that the one who has just become It may not turn at once and tag him. A venturesome player, however, will omit this, especially if he should tag another player from behind, and trust to his own powers of dodging for getting safely away. Where there are a large number of players, two or more may be chosen to be It.

TAG THE WALL RELAY

10 to 60 players.

Schoolroom.

The players should all be seated, an even number in each row of seats. At a signal, the last player in each line runs forward and

tags the front wall. As soon as this player is out of the aisle, the others all move backward one seat. This leaves the front seat vacant, and the runner having touched the wall returns immediately and takes this vacant front seat. As the player sits he raises his hand, which is a signal for the player who is now the last one in the line to run forward, the line moving backward one place as soon as he is out of the aisle. He, in turn, having touched the wall, takes the vacant front seat. The play is continued in this way until every one in the row has run.

The line wins whose player, sitting at the start in the front seat, first returns to his seat.

As in all schoolroom games where there is running, the seated players should be very careful to keep their feet under the desks, so there will be nothing in the aisles over which the runners may trip.

This is one of the best class room games and is very popular.

TEN STEPS

10 to 30 or more players.

Playground; indoors.

This is a game of hide and seek and like all such games is best played where there is plenty of space and many hiding places. The distinctive feature of this game is the peculiar limitation put on the opportunity to hide, which may even free the blinder from his task. The one who is It, or hunter, blinds his eyes and counts ten while the other players run for hiding places. As soon as the one who is blinding says "Ten!" the players must all stand motionless wherever they happen to be, while he turns at once to look for them. Any player whom he sees moving must come back to the goal and start over again. The hunter repeats this five times, and any player not entirely out of sight the fifth time the hunter turns must change places with him, the original hunter becoming a spectator of the game. Having called "Ten!" and turned to look for moving players five times, the hunter (or the one taking his place, as explained above) counts one hundred, to give the players time to reach final hiding places, and the game proceeds as in regular I Spy.

THIMBLE RING

10 to 30 or more players.

Indoors; out of doors.

All of the players but one stand in a circle, each one clasping with his left hand the right wrist of his left-hand neighbor. This leaves all of the right hands free and all of the left hands occupied. The odd player stands in the center of the circle, and tries to detect who holds the thimble that is passed from hand to hand. Each player in the circle places his right hand first in the hand of his neighbor on the right and then in the hand of the neighbor on the left, keeping this movement going rhythmically, while the entire circle repeats the lines: —

"The thimble is going, I don't know where;
It is first over here and then over there."

When the player in the center thinks he knows who has the thimble, he goes up to him and says: "My lady's lost her thimble. Have you it?" If correct, these two players change places. If incorrect, the one who is It demands of the player addressed to find it. This player, in turn, has one guess. If correct, he takes the place of the one who has the thimble, the one who was It taking the vacant place in the circle, and the one who held the thimble going to the center. Should the player be incorrect in his guess, he changes places with the one in the center.

THIRD MAN

(See also *Three Deep* and *Last Man.*)

15 to 100 players.

Playground; gymnasium.

This game is another form of the game commonly known as Three Deep, but instead of being played in the circular formation, the players are scattered irregularly over the playground.

All of the players but two take partners and scatter in any irregular way. The players forming each couple stand facing each other, with the distance of a long step between them. To make a

success of the game, the distance should be considerable between the various couples.

Of the two odd players, one is runner and the other chaser, the object of the latter being to tag the runner. The runner may take refuge between any two players who are standing as a couple. The moment that he does so, the one toward whom his back is turned becomes third man, and must in his turn try to escape being tagged by the chaser. Should the chaser tag the runner, they exchange places, the runner immediately becoming chaser and the chaser being liable instantly to tagging.

THIRD SLAP

5 to 30 or more players.

Playground; gymnasium; schoolroom.

The players should be divided into groups of from five to ten each. One in each group is chosen to be It; the others line up in front of him, all standing at a distance of from thirty to fifty feet from a goal previously decided on. The players in the line hold their hands extended forward the length of the forearm, the elbows being bent and touching the sides; the palms should be turned downward.

The one who is It tries to slap the hands of any of the players, who may evade him by bending the hands downward, upward, or sideways, at the wrist, but may not withdraw the arm or change the position of the elbow. Any player who receives three slaps, whether on one or both hands, immediately upon receiving the third slap, chases the one who is It toward the goal. Should the slapper be caught before he reaches the goal, he must continue as before, but if he succeeds in reaching the goal in safety, he changes places with his pursuer, who becomes It, or slapper, for the next round.

This game may have much sport in it if the one who is taking the part of slapper be very alert and agile in his movements, dodging quickly from one player to another, and making many false moves to throw the players off their guard as to where he is going to strike next. This game is very popular with children, and is an amusing diversion for young people for house parties.

THREE DEEP

(See also *Third Man* and *Last Man.*)

15 to 60 players.

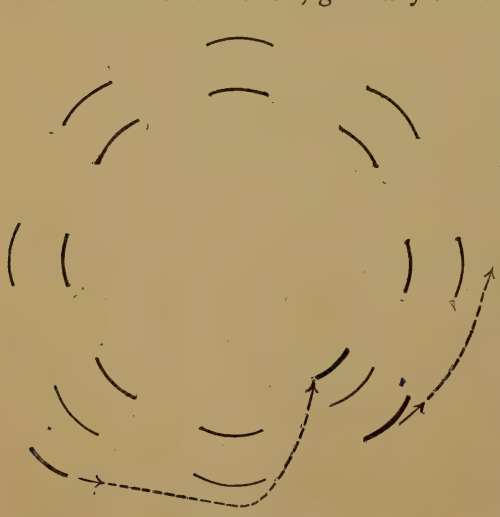
Playground; gymnasium.

This game is one of the standard favorites for both children and adults.

All of the players but two form in a double ring, facing inward; that is, in two concentric circles, with one player directly behind another.

There are several methods of getting players into this formation. One method is to have the players march in column two abreast, form in a circle, and all face inward. Another method is to have the players form in a circle in single file; one player steps in front of his neighbor on the right, and each alternate player in quick succession around the circle does the same, thus accomplishing the end of bringing all of the players in couples one behind another.

The two odd players, one of whom is runner and the other chaser, start outside of the circle, generally one of them being on one side of the circle and the other opposite. The object of the game is for the chaser to tag the runner. The runner may save himself by stopping in front of any couple standing in the circle, whereupon, that file having been made "three deep," the outer player or third man becomes at once liable to tagging, and in his turn becomes runner and tries to evade the chaser. He may seek refuge in the same way in front of a couple.



THREE DEEP

Should the chaser tag the runner, they exchange places, the runner

immediately becoming chaser, and the chaser being liable instantly to tagging.

It will thus be seen that great alertness is necessary on the part of any one standing on the outside of the circle, as at any moment the runner may take refuge in front of his file or couple, making him the third man and liable to be tagged. It is not permissible for any third man to take refuge in front of the couple standing immediately on his right or left when he becomes third man.

Both runner and chaser may dash through the circle, but may not pause for a moment within the circle, except when the runner claims refuge in front of some couple. When players are inclined to confuse the play by hesitating while running through the circle, this privilege of running through is sometimes forbidden, all the chasing being confined to the outside of the circle.

VARIATION.— This game may be varied by having the players who form the circle stand face to face, with a distance of one long step between each two, instead of all facing toward the center of the circle. In this form of the game the runner takes refuge between the two forming the couple, the one toward whom his back is turned being the third man. Both runner and chaser may run between the two circles of players.

This may be made one of the jolliest games possible, and also one of the best for making slow and dull players alert and active. The author has seen many a class of slow-minded children waken to much quicker mental action as well as greater physical agility by this game. For adult players it may be thoroughly delightful. The writer recalls a class of adult business men in a Y. M. C. A. gymnasium who resorted even to leapfrog tactics in the strenuous sport they put into this game.

TOMMY TIDDLER'S GROUND

5 to 30 or more players.

Playground; gymnasium.

The ground is divided by a line into two equal parts. One of these belongs to Tommy Tiddler, who stands on his side of the line and may not cross it. All of the other players are on the other side of the line, and venture across the line into Tommy Tiddler's ground, taunting him with the remark, —

"I'm on Tommy Tiddler's ground,
Picking up gold and silver!"

Tommy may tag any one on his ground, and any one so tagged changes places with him. The players will learn to add to the interest of the game by venturing as near Tommy Tiddler as possible and being very tantalizing in inducing him to run after them. Tommy Tiddler, on his part, will find opportunity for considerable finesse, such as in appearing to give his attention entirely to one player, then suddenly turning and dashing for another.

TOSSING WANDS

10 to 60 or more players.

Gymnasium; playground; schoolroom.

This game is played in two forms, line form and circle form.

LINE FORM.— The players stand in two lines or ranks facing each other, all those in one line being provided with gymnasium wands about three feet in length. A leader is appointed who either counts or commands as a signal for tossing the wands back and forth from one line to the other: as, "One, two, three — toss!" This is even more effective if gymnastic movements be taken on the three counts, as bending the trunk forward with the wand downward, stretching the arms upward with the wand overhead, extending it forward at shoulder height, and then tossing backward over the head. The signals for this would be "Bend! Stretch! Out! Toss!"

The wands should first be held in the hand with the palms upward, and caught with the hands in the same position. Later, the hand position should be reversed, the wand being grasped with the downward-turned palms.

CIRCLE FORM. — When players are proficient in catching in opposite lines or ranks, they should form a circle, facing around in single file, each player being provided with a wand which is tossed backward over the head and caught by the player behind. This may be done best rhythmically with the exercises and commands mentioned above, "Bend! Stretch! Out! Toss!" The wand should be caught with the palms outward.

Any player failing to catch a wand drops out of the game. With a little practice, however, this usually resolves itself into a quick drill rather than a game; but it is a most interesting, skillful, and diverting play.

TRADES

10 to 60 or more players.

Indoors; out of doors.

This game is the boys' form of the game played by girls as "Old Woman from the Woods." The players divide into two equal parties. One party retires and decides on some trade or occupation, whereupon they advance toward the second party, saying: —

"Here are some men from Botany Bay.
Got any work to give us to-day?"

The second party asks, "What can you do?" The first party answers, "Anything." The second party says, "Set to work, then!" whereupon they go through pantomimic motions descriptive of the occupation chosen, such as planing, sawing, or hammering, for the carpenter; the motions of the bricklayer, tailor, cobbler, motor-man, etc. The second party guesses what this pantomime indicates. Should they guess correctly, they have a turn at representing a trade. Should they fail, the first party has another trial.

When played in a playground or gymnasium, where there is a good running space, a successful guess should be followed by a chase of the actors by the guessing party, any players caught before a designated goal line is reached having to join the party of their captors. The party wins which secures all of the players.

The following activities and occupations were shown by one class of city boys: milking cows, grinding coffee, hanging wall paper, traveling salesmen (displaying and measuring goods), rooting a baseball team, Marathon race, picking cherries, basket-ball game, oiling sewing machine, blowing up bicycle tires, running a lawn mower, bricklaying.

TREE PARTY

5 to 60 players.

Out of doors.

In these days of nature study this game is especially appropriate. It may be used on any ground or strip of woodland where there is a variety of trees, the game consisting in identifying the trees.

A tag or card is fastened on one or more trees of each variety within certain prescribed limits. These cards may be made as fanciful or as rustic as desired. Birch bark is very appropriate for them, and for either birch bark or a conventional card a pretty element may be added by writing some appropriate quotation or verse, after the Japanese custom. The main object of each card, however, is to bear a number. Each player is provided with a card or slip of paper containing a list of numbers corresponding to those on the trees. Thus, if fifteen trees be numbered, there should be fifteen numbers on each player's card.

The players, having been provided each with a card and pencil, wander at will over the designated territory. Whenever a number is discovered on a tree, the player, if he knows the name of the tree, writes it on his own card opposite the corresponding number. For most companies, popular rather than botanical names of the trees are permissible. At a signal — a bell, whistle, horn, or call — the players all assemble. The host or hostess then reads a correct list, each player checking the card that he holds. The player wins who has the largest number of names correct.

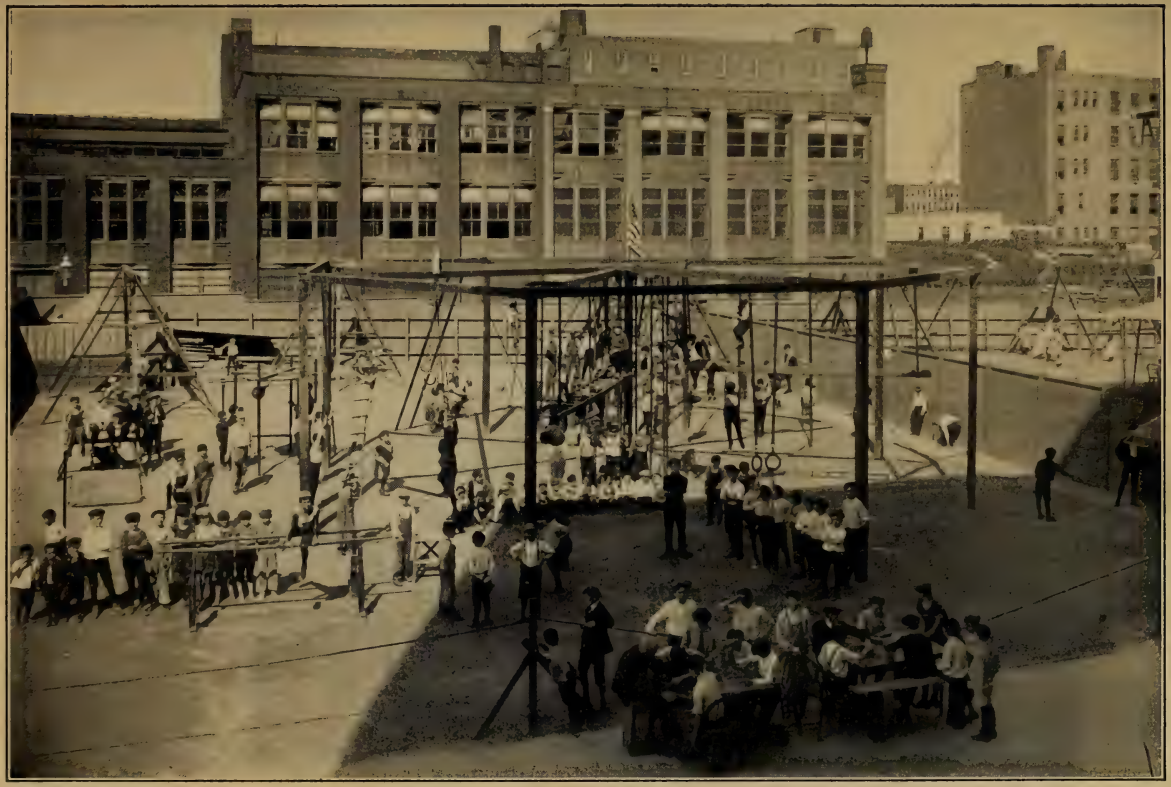
The writer has known this game to be a most beautiful diversion for a lawn party on a large estate, and has a feeling appreciation of how many trees most people will find it hard to name in even a familiar strip of woodland.

TRIPLE CHANGE

10 to 60 or more players.

Playground; gymnasium; parlor.

The players form a circle, with the exception of three who stand in the center. Those forming the circle and those in the center number off in threes. The players in the center take turns in calling each his number, as "One!" "Two!" or "Three!" whereupon all of the players in the circle who hold that number quickly change places with each other, the one who called the number trying to catch one as he runs to a new place. Any player so caught changes places with the caller. For instance, the center player may call "Three!" whereupon all of the Numbers Three in the circle must change places. They may do this by changing with a near neighbor, or tantalize the one who called by running across the circle.



A CITY PLAYGROUND

The center players take turns in calling numbers. For instance, if the first one fails to secure a place, then the second of the center group calls. Should the first succeed in catching one of the other players, the player so caught will await his turn in the center until Numbers Two and Three have each had a turn at calling before he calls a number.

TUG OF WAR

(See *Catch and Pull Tug of War* and *Wand Tug of War;* also *Contests for Two*, under "Feats and Forfeits.")

UNDER THE CUCKOO'S NEST

5 to 30 players.

House party; out of doors.

One player is chosen as leader, and stands up, generally with his back against a wall or post, while a second player, who is the cuckoo, bends down, as for leapfrog, with his head against the leader. The other players stand around in a circle, each placing a finger on the back of the cuckoo. The leader then "counts off" the fingers of the players with the following rhyme, indicating a finger for each accent of the rhyme: —

"The wind blows east, the wind blows west,
The wind blows under the cuckoo's nest.
Where shall this or that one go?
Shall he go east or shall he go west?
Or shall he go under the cuckoo's nest?"

The player whose finger is indicated by the last word of the rhyme must then go to any place directed by the cuckoo, who, if he has any intimation of the identity of the player, may use considerable tact in choosing a difficult or interesting place; as on some high point to which it is difficult to climb, or under some low object under which it is hard to crawl, some distant place, etc. One player, however, must be directed to hide under the cuckoo's nest, and this player takes a position at the feet of the cuckoo. This is a favored position. When all of the players have been thus disposed, the leader calls, "Pom, pom, cooketty coo!" As soon as this call is heard, the players run back and pound the cuckoo on the back until

the last one is in. This last one becomes the cuckoo for the next repetition of the game.

VAULTING SEATS

10 to 60 players.

Schoolroom.

This game is played the same as Changing Seats, except that the pupils vault over the seats instead of sitting in them. The game may be played anywhere above the third year.

The teacher gives the order "Right, jump!" whereupon all of the pupils jump over their seats toward the right-hand side of the room. The row that is displaced, now standing in the right-hand aisle, runs at once around the room to the left-hand aisle. The teacher then repeats her command. The directions for the vaulting should be varied and unexpected, several being given to the right, then several to the left, etc.

The method of vaulting is to place one hand on the edge of the desk at the back of the seat to be vaulted over, and one hand on the desk that goes with the seat to be vaulted over. The hand should preferably be placed halfway between the two aisles, to assist both the jump and the landing. While placing the hands, pupils should crouch in a position ready to spring, with the heels raised, knees spread outward, and back straight and erect. They should land in the same position, as the bend of the ankle, knee, and hip joints breaks the jar of landing.

WAND RACE

10 to 30 or more players.

Gymnasium; playground; schoolroom.

An objective line, fence, or wall is chosen, and from ten to twenty feet from it and parallel with it a starting line is drawn. The players stand behind this line and toe it. If there be a large number, they form in competitive files as for a relay race, the leaders of each division toeing the line. Each leader balances on the forefinger a gymnasium wand, the other hand being placed on the hip, and walks forward to the objective line, all starting at a given signal. Should the wand be dropped, it must be picked up and the effort resumed from the place where this happened.

The first one to reach the objective line wins; or, if a relay, scores for his division. The division wins that gets the largest score.

If desired, the winners, *i.e.* those scoring for the different lines, may "play off" against each other, after all of the other players have had their turn.

WAND TUG OF WAR

10 to 100 players.

Playground; gymnasium.

This game is played with wooden gymnastic wands, from three to five feet in length, and not less then one inch in diameter. There should be half as many wands as there are players. A line is drawn across the center of the floor or playground. The players are divided into two divisions, one standing on each side of the dividing line, so that each player faces an opponent. These grasp each the end of a wand, held horizontally between them. At a signal a tug of war begins, each player trying to pull his opponent across the line. Any one who puts a foot on the ground of the opponent's territory ceases the struggle and must come across the line. The division wins which has the greatest number of players on its side of the line at the end.

The game is best played in two or three five-minute intervals, with rests between.

WATER SPRITE

10 to 30 or more players.

Playground; gymnasium.

The players stand in two lines facing each other, with a large open space representing a river between. One player, representing the water sprite, stands in the middle of the river and beckons to one on the bank to cross. This one signals to a third player on the opposite bank or side of the river. The two from the banks then run across to exchange places, the water sprite trying to tag one of them. If the water sprite be successful, he changes places with the one tagged.

This is a Chinese game, reported by Miss Adéle M. Fielde, and is based upon the superstition that a water sprite waits in the middle of a stream to entice people into it, probably an outgrowth of spring freshets.

WEATHER COCK

10 to 60 players.

Schoolroom.

This game, besides offering much sport, may be made to serve a useful purpose in familiarizing children with the points of the compass.

The class having learned which directions are north, east, south, and west, one player, who represents the weather bureau, stands in front of the others (or the teacher may take this part), and calls out which way the wind blows. For instance, when he says, "The wind blows north," the players turn quickly toward the north; if he says "west," the players turn to the west; whenever he says "whirlwind," the players all spin around quickly three times on the right heel.

The interest will depend very largely on the rapidity and variety with which the leader calls the various points of the compass. For older children, halfway points may be named, as northwest, southeast, etc.

WEE BOLOGNA MAN

2 to 60 or more players.

Parlor; playground; schoolroom.

"I'm the wee Bologna Man.
Always do the best you can,
To follow the wee Bologna Man."

A leader who can be very brisk in movement and resourceful in ideas stands in front of the other players and repeats this verse rapidly, imitating each time he repeats the verse some one action characteristic of the members of a band. For instance, the first time he may go through the pantomime of playing a fife; the next time, without any pause between, he may imitate the beating of a drum; the next, playing a fiddle, trombone, flute, cymbals, triangle, imitate the drum major, etc. All of the other players follow his movements.

The sport will depend largely upon the rapidity of the time and the vivacity that is put into the movements.

FOR THE SCHOOLROOM.— The head players in the different lines of seats should take turns in being the Bologna Man, and the movements should be such as will afford effective exercise. For instance, the first player will stand and repeat the verse while hopping on one foot, the entire class joining in the hopping. The moment he is through, the leader of the next row should jump up, face the class, and repeat the verse, going through some other motion, such as hopping on the other foot; he, in turn, to be succeeded by the next leader, etc. Many gymnastic movements will suggest themselves, such as jumping on both feet, jumping forward down the aisle frog fashion, jumping high in place, running in place, stretching the arms out sideways and bending sideways like a walking beam, whirling both arms around like a windmill, taking a dance step, etc.

This is one of the Scotch plays, and like most Scotch things of the sort, should be done in brisk time.

WHIP TAG

(Light the Candle; Beetle-goes-Round)

10 to 30 or more players.

Playground; gymnasium.

This game may be played with a knotted towel, though it is perhaps more skillful and interesting when played with a "beetle," a small cylindrical sack about twenty inches long, stuffed with cotton, and resembling in general proportions a policeman's club.

All but one of the players stand in a circle with hands behind their backs. The odd player runs around the outside carrying the beetle, which he drops in the hands of any player in the circle. That player immediately turns to chase his right-hand neighbor, beating him as much as he can find opportunity for while he chases him around the circle and back to his place. It is obviously to the interest of this neighbor to outrun the beetle and escape a buffeting.

The one holding the beetle then takes the place of the first outside player, that one joining the ring. The new beetle man, in turn, runs around on the outside and drops the beetle in any hands which he chooses.

The sport of this game depends on the alertness of the players, as not only the one who receives the beetle but his right-hand neighbor must know when and where the beetle lands, and turn quickly for the chase. The player running around the outside will add to the zest of the game by trying to deceive the ring players as to where he is going to place the beetle, quickening or slowing his pace, or resorting to other devices to keep them on the alert.

WHO GOES ROUND MY STONE WALL?

10 to 30 or more players.

Indoors; out of doors.

There are two ways of playing this game. The one first described is better suited to schools and general playground conditions; the second is quite distinct, and may have better sport for parlor use.

The players stand in a circle, numbering preferably twenty or less, with a little space between each two players, and not holding hands. They represent a sheepfold, but later, as each is chosen from the circle, he takes the part of a sheep. One player is chosen to be Jacky Lingo, who walks around outside of the circle. Another, who is the shepherd or owner of the sheep, stands in the center of the circle.

The owner says, "Who goes round my stone wall?" The outside player answers, "Nobody; only little Jacky Lingo."

"Pray don't steal any of my fat sheep."

Jacky Lingo answers: "Unless I take one-by-one, two-by-two, three-by-three! Follow me!"

As Jacky Lingo says his last line, he taps three different players on the back, one for "one-by-one," another for "two-by-two," and a third for "three-by-three." If a large number be playing, he may tap two for each count instead of one, making six in all. As the players are tapped, they step out from the sheepfold and line up back of Jacky Lingo, each one in the line placing his hands on the shoulders of the one next in front. This is continued until all the players are taken by Jacky Lingo, who then runs off around the ground with them. The owner goes after them, faces Jacky Lingo, and says, "Have you seen anything of my black sheep?"

"Yes; I gave them a lot of bread and butter and sent them up there" (pointing to left or right).

"Then what have you got behind you?"

"Only a few poor black sheep."

"Well, let me see! Here's my black sheep!"

The owner then tries to catch the sheep, and this Jacky Lingo tries to prevent. Any sheep in the line may be touched by the owner, and when so touched he steps out of the line and stands aside until all are caught.

VARIATION. — When played indoors or on the turf, the game may be played by the owner being blindfolded and taking a position on hands and knees — "all fours." The dialogue is the same as given above, and the gathering in of the sheep by Jacky Lingo the same, except that the players do not line up behind him. They simply stray over the ground when he takes them from the fold. When all are scattered in this way, they begin to cry, "Baa-a! baa-a!" and the owner, still on all fours and blinded, tries to catch them. The first one caught becomes shepherd the next time.

WINK

9 to 25 players.

House party.

An uneven number of players are required for this game. Enough chairs are placed in a circle to allow one chair to each two players and one for the odd player, that is, half as many chairs as there are players, with one player over. A player sits in each chair, all facing inward. Behind each chair stands a second player, who acts as guard. There should be one empty chair with a guard behind it. This odd player winks at some one sitting in the circle, who at once tries to slip out of his chair without being tagged by his guard and take his place in the empty chair. He may not go if he be tagged by his guard. The object of the guards should be to avoid being the keeper of an empty chair, and therefore the one who has to wink. The players try to evade the vigilance of the guards by the quickness and unexpectedness of their movements. The guards may not keep their hands on their prisoners, but must have them hanging at their sides until they see their players winked at. They may not dash around the sides of the chairs which they guard, but must stay all the time behind them.

Nodding the head may be used instead of winking, but is more apparent to the guards.

WOLF

5 to 30 or more players.

Out of doors.

This is an admirable hide and seek game where there are many hiding places, as in a village or the country.

One player is chosen for the wolf, who goes off and hides. The rest of the players are sheep, with one of their number as leader. A place is chosen for a pen where the sheep must stay and blind their eyes while the wolf is hiding. This pen may be a tree or rock or a square or circle drawn on the ground. The leader counts one hundred, to give the wolf time to hide. The sheep then start out, but must all follow their leader "like sheep," looking for the wolf in each place where the leader may search for him. This game differs from most other hiding games in that the searchers are the ones who have to flee for safety when the hider is discovered. As soon as the wolf is spied, the leader cries:—

"All my sheep
Gather in a heap;
For I spy the woolly, woolly wolf!"

The sheep at once stand still until the wolf has taken a jump toward them, which he must do before he may chase them; but immediately that the wolf has made his leap, the sheep all turn and run for the sheep pen, the wolf following. As the wolf may not run until he hears the word "wolf" at the end of the leader's lines, the latter often tantalizes the wolf by saying, "I spy the woolly, woolly — lamb!" or "the woolly, woolly — cat!" or names any other animal he chooses, with a pause before the name, to prolong the suspense of the impatient wolf, finally ending up with "the woolly, woolly — wolf!"

Any sheep tagged by the wolf becomes a wolf and joins the wolf the next time, hiding either in the same den with him or in a separate den. When there is more than one wolf, the leader halts his sheep whenever he spies a wolf, whether it be the original wolf or not, and all of the wolves join in the chase when the sheep run back to the pen. The game ends when all of the sheep have been caught.

The wolf has several resources at his command for catching sheep in addition to a simple chase. If at any time while in hiding he spies the sheep before they spy him, and considers their position in relation to the goal advantageous to himself, he may call, "Stand your ground, three feet!" whereupon the sheep must instantly stand still and then take three steps toward the wolf and stand again until he jumps toward them, when the chase for the sheep pen begins. The wolf may also exercise considerable finesse by running directly for the pen if he be in a position to reach it quicker or more directly than by chasing the sheep. Should he reach the pen first, he may then tag the sheep as they run in. One sheep may act as a decoy to engage the attention of the wolf while the others run into the pen.

WOOD TAG

3 to 30 or more players.

Out of doors; gymnasium.

This is a game of tag. When there are more than thirty players, it is desirable to have two or more who are It, or taggers. The players venture as near as possible to the one who is It, taunting him by crying, "Ticky, ticky, touch wood!" Any player may seek immunity from being tagged by touching a piece of wood. No growing thing, however, such as a tree or shrub, is to be considered as wood. No player may stay very long in any place of safety, and the moment his hand or foot be taken from the wood he is liable to be tagged. A player who is not near wood may gain a few minutes' respite by calling out "Parley!" but he must stand perfectly still in the place where he then is, the tagger being able to tag him if he makes the slightest move of any part of his body. When such a player decides to run again, he calls out, "Parley out!"

This game affords opportunity for a great deal of sport through the making of false starts and the daring approach to the one who is It, who, in turn, may make sudden and unexpected sorties in different directions.

Like Iron Tag, this game is very ancient, and has evidently come from an old superstition that to touch iron or some other particular substance gave immunity from the spell of evil spirits.

WRESTLING

(See "*Contests for Two*" under "Feats and Forfeits.")

YARDS OFF

3 to 30 or more players.

Out of doors.

This is a form of I Spy or Hide and Seek, and seems indigenous to New York. All players properly caught by the spy become prisoners, but may be freed in a prescribed way. The procedure which gives time for hiding is also distinctive.

Two players are chosen, one to be It and one for stick thrower. All the players stand grouped around a goal, and the stick thrower throws a stick as far away from the goal as he can. As soon as the stick touches the ground, all of the players, including the thrower, but not the one who is It, scatter and hide. The one who is It must walk to the stick (never run), take it up, bring it back, and stand it up, resting against the goal. He then starts to hunt for the hidden players. He must run back and touch the goal for any player whom he discovers, saying, "One, two, three, for —!" naming the player. Any one caught in this way becomes a prisoner at the goal. Any player who has not been detected by the spy may run in to the goal at any time and throw the stick away, whereby all of the prisoners, *i.e.* those who have been spied and previously caught, become free and hide again. Whenever this freeing of prisoners happens, the spy must return to the goal, walk to the stick, pick it up, walk back with it to the goal again, and go on with the play as before. This continues until the spy has touched the goal for all of the players, though they need not all be prisoners at once. Any player spied who reaches the goal before the spy, is thereafter free; *i.e.* out of the game. The last one caught becomes spy for the next game.

QUIET GAMES

QUIET GAMES

NOTE. — The games in this division are not necessarily noiseless or lacking in movement; but are distinguished from the active games largely by the lack of chasing or other vigorous exercise.

AUTHOR'S INITIALS

2 to 60 players.

Parlor; schoolroom.

Each player is given a piece of paper on which is written various series or groups of words, each group descriptive of some author, and each word beginning with one of his initials in regular order. The player wins who guesses the largest number of authors. The following are suggested; others may be devised: —

1. Juveniles firmly conquered (James Fenimore Cooper).
2. Name honored (Nathaniel Hawthorne).
3. Bright humor (Bret Harte).
4. One wholesome humorist (Oliver Wendell Holmes).
5. Really lasting stories (Robert Louis Stevenson).
6. Cheerful laborer (Charles Lamb).
7. Tender, brilliant author (Thomas Bailey Aldrich).
8. Heroism wisely lauded (Henry Wadsworth Longfellow).
9. Just, gentle writer (John Greenleaf Whittier).
10. Poetry bridged skyward (Percy Bysche Shelley).
11. Clever delineator (Charles Dickens).
12. Rare brain (Robert Browning).
13. Weird imagination (Washington Irving).

"B" GAME

5 to 30 or more players.

House party.

Each player is given a sheet of paper with numbered questions prepared like the following list. The answer to each question is to be written opposite it, and must consist of the letter B as an initial and added to it the number of letters designated, the whole

conforming to the definition given. The following examples will illustrate: —

1. B and one letter, meaning to exist. — Be.
2. B and two letters forming a sack. — Bag.
3. B and three letters forming a storehouse. — Barn.
4. B and three letters, side of a stream. — Bank.
5. B and three letters, a young creature. — Baby.
6. B and three letters, a bag of goods. — Bale.
7. B and three letters, without hair. — Bald.
8. B and three letters, a surety. — Bond.
9. B and three letters, timber. — Beam.
10. B and three letters, a vegetable. — Beet. — Bean.
11. B and three letters, a poet. — Bard.
12. B and three letters, a drink. — Beer.
13. B and three letters, a globule. — Bead.
14. B and three letters, part of a bird. — Beak.
15. B and three letters, a vessel. — Boat.
16. B and four letters, an appendage. — Beard.
17. B and four letters, a tree. — Beech.
18. B and four letters, to commence. — Begin.
19. B and four letters, a strand. — Beach.
20. B and four letters, a receptacle. — Basin.
21. B and four letters, a kind of meat. — Bacon.
22. B and five letters, a combat. — Battle.
23. B and five letters, a hound. — Beagle.
24. B and five letters, a signal. — Beacon.
25. B and five letters, a cup. — Beaker.
26. B and eight letters, a demon. — Beelzebub.

The player wins who answers correctly the largest number. This game may be devised for any initial letter.

BARGAIN COUNTER

5 to 30 or more players.

House party.

Each player is provided with a paper and pencil. The following is either written on the papers in advance, or by the players from dictation, minus the underscoring. Each player is then required to find in the text the names of twenty-five textiles that may be purchased in a dry goods store, none to be mentioned twice, indicating each by underscoring. The player wins who has the largest number correct.

Dolly Varden, immaculately dressed, sat in the window ledge and heard from the church near by the mellow chords of the organ dying slowly away. Her silken hair was well drawn back from her forehead low and broad. Clothed as she was in pink and green, she made one think of the spring. She was considered musical; I considered her brilliant in every way. I was before the dresser, getting ready to go out, and taking a forkful of cold slaw now and then, or some mock duck. "I want to send a line north, Henrietta," said Dolly, bringing ham sandwiches; for she saw I felt hungry. She then wrote this letter: "I marvel, veterans, if you pause in your good work for lack of cash, merely as is represented. You should canvas for a book or paper, Caleb, some handy volume, possibly a duodecimo. Hairsplitting terms like this I do not often employ, but, blessings on the head of Cadmus! linguists must sometimes use their hands as well as their wit, weed gardens, if need be, but spare the mullein, for it seems to me like a flower. Always remember that, though the light burns dim, it yet will burn."

BEAST, BIRD, OR FISH

10 to 30 or more players.

Parlor; gymnasium; playground; schoolroom.

The players stand or are seated, preferably in a circle. One player stands or sits in the center with a soft ball, made by crushing paper or knotting up a handkerchief. This is thrown at one of the players by the one in the center, who says quickly, "Beast, bird, or fish!" then repeats one of these classes and immediately counts ten, whereupon the player who has been hit by the ball must name some beast or bird or fish, according to the class last named by the thrower. This must be done before the latter has finished counting ten. For instance, the thrower will say as he throws, "Beast, bird, or fish! — Bird!" whereupon the player hit by the handkerchief must name a bird while the thrower counts ten. This must not be a repetition of any bird previously named in the game. Should the player who is hit by the ball fail to meet the requirements, he changes places with the thrower. Should he succeed, the thrower repeats the game by hitting some other player.

IN THE SCHOOLROOM this game may be played with all the players but one in their accustomed seats.

An old English form of this game substitutes the words "Fire, air, and water," for "Beast, bird, and fish," the players being required to name some animal that lives in the air or water when

those elements are named, but to keep silence when fire is named. In this form the game is supposed to be a survival of fire worship.

BUZZ

5 to 30 or more players.

Playground; gymnasium; schoolroom; parlor.

This is a quiet game, as distinguished from those requiring much muscular activity. One of the players starts the game by saying "One"; the next says "Two," the next "Three," etc., until the number "Seven" is reached, when the word "Buzz" is substituted for it. The next player says "Eight," and so on up to a multiple of seven, such as fourteen, twenty-one, twenty-eight, etc., on each of which the word "Buzz" should be used instead of the right number. The word "Buzz" is also substituted for any number in which the word seven occurs, even though it should not be a multiple of seven, such as seventeen, twenty-seven, thirty-seven, etc. When seventy is reached, the counting proceeds as "Buzz-one," "Buzz-two," etc., and seventy-seven is "Buzz-buzz."

Whenever a player says a number instead of "Buzz," or says "Buzz" in the wrong place, or calls out a wrong number, he must pay a forfeit and start the game over again by saying "One."

The game may also be played by having each player who misses drop from the game. Where this is done, and the player retains his seat but is silent, the game becomes even more confusing for the players who remain.

CAKE SALE

Any number.

Parlor.

Each player is given a card or sheet of paper prepared with the following questions, or they may be dictated at the time. The one wins who has the largest number of answers correct.

What kind of cake would you buy for —

1. Sculptors? (Marble cake.)
2. Politicians? (Plum cake.)
3. Geologists? (Layer cake.)
4. Advertisers? (Cream puffs.)
5. Dairymen? (Cream cake.)

6. Milliners? (Ribbon cake.)
7. His Satanic Majesty? (Angel's food.)
8. Babies? (Patty cakes.)
9. Lovers? (Kisses.)
10. The betrothed? (Bride's cake.)
11. Gossips? (Spice cake.)
12. Carpenters? (Plain (plane) cake.)
13. Idlers? (Loaf cake.)
14. Pugilists? (Pound cake.)
15. One who lives on his friends? (Sponge cake.)
16. Dynamiters? (Raisin cake.)
17. Invalids? (Delicate cake.)
18. Convalescents? (Sunshine cake.)
19. "Boodlers"? (Dough-nuts.)
20. Those who sample all these too much? (Stomach ache.)

CAT PARTY

5 to 30 or more players.

House party.

Each player is provided with a sheet of paper on which are written the following questions. Each question is to be answered with a word, of which the first syllable is cat. The player wins who writes the largest number of correct answers, the list of answers being read by the host or hostess at the close of the time allowed for the game.

Examples of questions are given below:—

1. What sort of cat is allowed in a library? (Catalogue.)
2. What sort of cat makes you think of reflected sounds? (Catacoustics.)
3. What sort of cat unites well with a toilet article? (Catacomb.)
4. What sort of cat requires a physician's attention? (Catalepsy.)
5. What sort of cat is feared by soldiers? (Catapult.)
6. What sort of cat is bad for the eyes? (Cataract.)
7. What sort of cat is to be dreaded? (Catastrophe.)
8. What sort of cat is allowed on the table? (Catsup.)
9. What sort of cat goes to Sunday school? (Catechism.)
10. What sort of cat do girls most detest? (Caterpillar.)
11. What sort of cat makes small boys weep? (Cat-o'-nine-tails.)

CRAMBO

10 to 30 players.

House party.

Each player is provided with two slips of paper, and also with another full sheet of paper and a pencil. On one of the slips he writes a question. This may be as serious or absurd as fancy dictates. On the other slip of paper he writes a word, either a common or proper noun. The slips containing the questions are then collected in a box or hat, and those containing the nouns in another receptacle. The questions are thoroughly mixed and passed around, each player drawing one. The same is done with the nouns.

Each player must then write a verse which shall answer the question and contain the word that he has drawn, no matter how irrelevant they may be. A time limit is generally given for this performance, varying with the facility of the players.

The following may serve as examples. The author recalls a very grave banker, not suspected of humor, who drew the question, "How long should you roast a leg of mutton?" The word drawn was "Finger." He wrote: —

> "To roast the mutton, let it linger
> Longer than to roast your finger."

Another business man drew the question, "What is the difference between doughnuts and sponge cake?" The word was "Youth." He wrote: —

> "Sponge cake is delicate and sweet to the taste,
> While doughnuts are tough as thunder;
> And the youth who partakes of the first in haste
> Will tackle the latter with wonder."

The game may be made more difficult by each player writing on a third slip of paper a verb or an adjective, these to be collected and redistributed with the nouns and questions.

CROSS QUESTIONS

10 to 60 players.

Parlor; schoolroom.

All but one of the players sit in two rows facing each other, those directly opposite each other being partners. The odd player walks around the rows behind the others, asking questions of any player facing him from the farther row. The question must be answered, not by the player addressed, but by his partner or *vis-a-vis*, who sits with his back to the questioner.

Any player answering a question addressed directly to him, or failing to answer one addressed to his partner, or giving an incorrect answer to a question, changes places with the questioner, or pays a forfeit, as may have been decided on beforehand.

FOR THE SCHOOLROOM. — When played in the schoolroom, the adjacent rows should form a group and face each other so as to leave free aisles between the groups in which the questioners may walk, as shown in the diagram of "Old Man Tag."

The game may be made to correlate with almost any subject in the school curriculum, the questioner asking, for instance, for capital cities, boundaries, mountains, etc., for geography; for dates or the names of heroes in great events, for history; or even for brief problems in mental arithmetic.

DUMB CRAMBO

10 to 30 or more players.

Parlor.

The players are divided into two parties. One party goes outside of the room, and those remaining choose some verb, which is to be guessed and acted by the other party. The outside party is then told some word which rhymes with the chosen verb. They consult among themselves, decide on a verb which they think may be the right one, enter the room, and without speaking act out the word they have guessed. The inside party must decide from this pantomime if the correct verb has been guessed. If not, they shake their heads. If right, they clap their hands. No speaking

is allowed on either side. If the outside party be wrong in their guess, they retire and try another word, repeating this play until they hit upon the right word, when the two sides change places.

FIND THE RING

10 to 30 or more players.

Parlor; gymnasium; schoolroom.

The players sit in a circle, holding in their hands a long piece of string tied at the ends so as to form a circle large enough to go around, a small ring having been put upon this string. One player is chosen to stand in the center. The players who are seated then pass the ring from one to another, the object being for the player in the center to detect who has the ring. The other players will try to deceive him by making passes to indicate the passage of the ring when it really is not in their vicinity. When the player in the center thinks he knows who has the ring, he calls out the name of that player. If right, he sits down, and that player must take his place in the center. This game may be played by the players repeating the following lines as the ring is passed around the circle: —

"Oh, the grand old Duke of York,
He had ten thousand men;
He marched them up the hillago,
And marched them down again.

"And when they were up they were up,
And when they were down they were down;
And when they were halfway up the hill,
They were neither up nor down."

This game may be played out of doors around a bush, in which case the player who is It must circle around the outside of the ring formed by the other players instead of standing in the center.

FLOWER MATCH

2 to 10 players.

Out of doors.

This is one of the pretty Oriental games recorded from Korea by Mr. Culin, and is played by the children of that country, Japan, and China.

FLOWER MATCH

The players each gather a handful of meadow bloom — blossoms and grass indiscriminately, not selecting the contents of the bunch. All sit down in a group. The first player lays out one from his pile, say a buttercup. All of the players around the circle try to match this, that is, each one who has buttercups lays all of them in a pile with that of the first player, who appropriates the entire pile when this has gone around the circle. Then the next player lays out something which all must try to match. The one wins who has the largest number of grasses or blossoms all counted together at the end. Different sorts of grasses and leaves count in this game as well as different kinds or colors of blossoms.

GRASS BLADE

2 to 10 players.

Out of doors.

This is a pretty game for little children, recorded by Mr. Culin, as played by the children of Japan, China, and Korea.

Each child gathers a handful of grass, the soft, flexible grass blades being best for the purpose. The players are all seated in a group. One child makes a loop of a blade of grass by holding the two ends in his hand. Another child loops a blade of grass through this and the two pull; the one whose grass blade breaks loses, and the two pieces as trophies are given to the successful player, who then matches his grass blade with the next, and so on around the circle until his grass blade breaks, when he loses his turn and the next player has a similar turn. The one wins who has the greatest pile of trophies at the end.

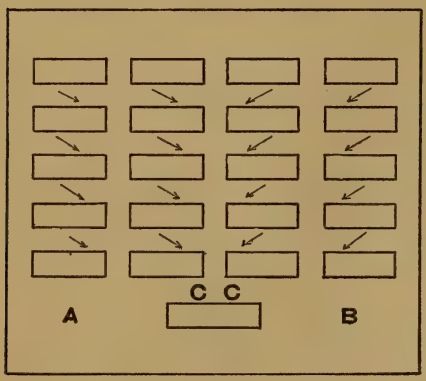
HANDS UP — HANDS DOWN

10 to 60 players.

Schoolroom.

This is a schoolroom adaptation of Up Jenkins, and is designed especially for use as children assemble in a class room before the opening of the school session. The only material required is a small paper or worsted ball of a size that may be hidden in the clinched hand.

The players are divided into two groups, each group seated, partly facing the other (indicated by arrows in the diagram) with a captain standing before each side at *C*.



HANDS UP, HANDS DOWN

The side starting the game is given a small ball of paper or worsted, and at the command of the captain of the *opposing* side the players pass the ball rapidly from one to another. Each player makes the motion of passing, so as to deceive the opposing group as to the whereabouts of the ball.

The captain and players of the opposing group meanwhile keep a sharp lookout for the ball without leaving their seats.

After a short time of passing, the captain, who started the passing (Group *B*, diagram) calls suddenly, "Hands up!" and immediately all passing in Group *A* must cease, and all hands must be raised high overhead and tightly clinched, so the player having the ball, when the passing ceased, may not disclose the fact.

The *B* captain again gives a sudden command of "Hands down!" Immediately all hands are brought down softly on the desk in front of each player of Group *A*, hands wide open, palms downward, and again the player with the ball tries to hide it under his hand.

The players of Group *B*, who think they know who has the ball, raise their hands. No player may speak unless called by his captain. When called, he may say, "Under J.'s right hand" (or left hand, as the case may be). J. raises the right hand, and if the guesser be mistaken, places that hand in his lap, it being thereafter out of commission, so to speak. No other player of Group *A* moves a hand. Should the ball be found under the hand raised, the opposing group, *i.e.* Group *B*, receives as many points as there are hands left upon the desks. Otherwise, the search continues, the captain of Group *B* asking players of his group to order a hand raised, or orders it himself, until the ball is discovered.

Group *B* now takes the ball and passes it from one to another, and Group *A* gives commands through its captain. The side making a score of three hundred points wins. A side loses ten points when a player talks or calls for a hand to be raised without the permission or call of the captain.

This adaptation was made by Miss Adela J. Smith of New York City, and received honorable mention in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City, in 1906. It is here published by the kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, publishers of the handbook in which the game first appeared.

HEN ROOST

5 to 30 or more players.

Parlor; schoolroom.

Each of the players except one chooses a word, which should be the name of some object, and in answering any questions put to him in the game he must introduce this word which he has chosen into each answer. The odd player takes the place of questioner. He may ask one or more questions of each player, as he sees fit, the dialogue taking any turn he chooses, the following being suggestive of the general tone of it:—

The questioner says: "I heard that you got into the hen roost yesterday. How did you get in?"

Answer: "With the dictionary."

To the next player: "What did you find there?"

Answer: "A horse."

To the next player: "What did you give him to eat?"

Answer: "A sofa pillow," etc.

Any player who laughs, or who fails to answer promptly or correctly to the question, must change places with the questioner. Forfeits may also be required if desired.

HORNS

5 to 60 players.

Indoors; out of doors; schoolroom.

This game is played very much like "Simon says." It is a quiet game that may be played with all of the players seated, their fore-

fingers placed on their knees or on a table or desk in front of them. One who is leader says:—

"All horns up!"

"Cat's horns up!" or

"Cow's horns up!"

whereupon he lifts his own forefingers, pointing upward. Should he name an animal that has horns, all of the players lift their fingers in similar manner, but should he name an animal such as a cat, that has no horns, any player that lifts his fingers in imitation of the leader is out of the game.

INITIALS

5 to 30 or more players.

House party.

For this game it will be necessary to prepare slips of paper, one for each player. At the head of the paper are written the initials of some person who will be present; under this a series of questions which the player drawing the paper is to answer. The papers are put in a box or hat and drawn by the players, or held in the hand with the initials concealed and drawn in that way. A certain time may be allowed, if desired, for the answering of the questions.

The answers must be written in each case immediately below the question, must consist of only as many words as there are initials at the top of the sheet, and the words of the answer must begin with the initials in their proper order. For example:—

H. B. B.

1. To whom does this paper belong? (Henry B. Brown.)
2. What is his character? (Horrid, but bearable.)
3. What kind of hair has he? (Heavy, burnished brown.)
4. What kind of eyes has he? (Heavenly, bright blue.)
5. What books does he prefer? (Handsomely bound biographies.)
6. What animals does he prefer? (Howling big bears.)
7. What is his chief occupation? (Hammering bulky boxes.)
8. What do you surmise regarding his future? (He'd better beware.)
9. What does he think of the opposite sex? (Hebes! Bright beauties!)
10. What does he think of the world in general? (He's becoming bewildered.)

LEAF BY LEAF

Any number of players.

Out of doors; indoors.

A basket of leaves is provided, no two of the leaves being alike. These may be leaves from trees, shrubs, or plants, or flowers may be used in the same way.

The players are each provided with a card or slip of paper and a pencil, and are seated. One leaf is handed to the first player, who passes it on to the next, and so on until it has made the round of the group. Each player, in turn, if he can identify the leaf, writes the name of it on a card. Each leaf is thus passed.

The host or hostess then reads a correct list, naming the leaves in the order in which they were passed. The player wins who has the largest number correct.

This is an especially pleasing game for nature students.

LITERARY LORE

5 to 30 or more players.

House party.

Each player is given a sheet of paper on which the following questions are written. The player wins who writes correct answers to the largest number of questions. This game may be worked up from the writings of any poet or author. Examples are given from Tennyson and Longfellow. The answers are appended here, but in playing the game should be read by the host or hostess at the end.

TENNYSON

1. What poem is it that sings down the vale? — The Brook.
2. What is the poem whose father is king? — The Princess.
3. The poem that honors a friend who is gone? — In Memoriam.
4. The poem that rules in the spring? — The May Queen.
5. The poem that lives in the depths of the sea? — The Mermaid.
6. The poem once baked in a pie? — The Blackbird.
7. The poem from which all its dwellers have gone? — The Deserted House.
8. The poem that is a good-by? — The Farewell.
9. The poem whose dress was tatters and rags? — The Beggar Maid.
10. The poem that lets in light? — The Window.
11. The poem in which we see castles in Spain? — The Day Dream.
12. The poem that see[illegible] in the night? — The [illegible]

LONGFELLOW

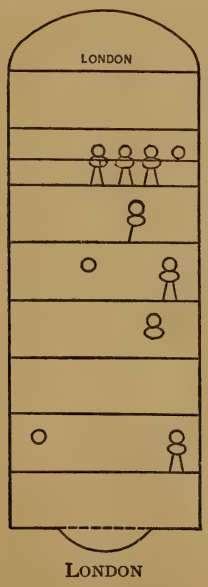
1. What poem is it that helps to shoe your horse? — The Village Blacksmith.
2. The poem that needs an umbrella? — The Rainy Day. An April Day.
3. The poem that carries you across? — The Bridge.
4. The poem that finds you weary? — The Day is Done.
5. The poem that keeps the time? — The Old Clock on the Stairs.
6. The poem that belongs to little people? — The Children's Hour.

LONDON

2 players.

Indoors; schoolroom; seashore.

This is a quiet game in which the players are all seated. A diagram is drawn on a slate or piece of paper of oblong shape, about six by ten inches in outside dimensions, if the surface admits of one so large. This is divided by a horizontal line every two inches. It is an advantage if the players have different colored pencils, but this is not necessary. A piece of paper is placed at the bottom of the diagram and blown over the diagram toward the top; or a small piece of glass or china called a "chipper" is used, the latter being nicked or snapped with the fingers. The first player snaps his chipper, and in whichever place it stops marks with a pencil a small round "*o*" to represent a man's head. The chipper is then returned to its starting place and the play is repeated. This is continued until the player has marked a head in each of the horizontal spaces; or should his chipper land a second time in a space in which he has already marked such a head, he makes a larger round under the head to represent the body of a man. The third time it lands in this place he makes a downward stroke for a leg, and the fourth time one for a second leg, which completes the man. Should three complete men be so drawn in one



space, the player, without shooting again, draws what are called "arms," that is, a horizontal line from the figures across the space to the outside limits. This occupies the space completely and keeps the other player out of that space; that is, the other cannot put any men in it or add to any which he may already have started there.

The first player continues to play until the chipper lands on a line; a player whose chipper lands on a line or outside of the diagram loses his turn. The other player then takes his turn, and may start, continue, or complete men in any spaces which the first player has not occupied with three armed men, even though the latter may have started men in the space or have completed two of them. Each player may build only on his own men.

The player wins who succeeds in occupying the largest number of spaces with three armed men of his own drawing.

The space at the top of the diagram, called "London," is especially advantageous. No men are marked in it, but should the chipper land there at any time, the player may draw a head in every other space on the diagram, or add one mark to any one drawing he may have already in each space.

This game may be played on the **seashore** or playground or wherever the diagram may be drawn in hard earth.

For the **schoolroom** it is an interesting diversion for pupils who assemble early before the opening of the school session.

MINISTER'S CAT (THE)

Any number of players.

Parlor; schoolroom.

The first player says, "The minister's cat is an avaricious cat," using an adjective which begins with "a" to describe the cat.

The next player makes a remark about the cat, using the same initial letter for the adjective; for instance, that it is an "aggressive" cat. This is continued, each player using a different adjective beginning with the letter "*a*," until the game has gone entirely around the circle. The first player then makes a similar remark about the cat, using an adjective beginning with "*b*." This goes

around, and so on through the alphabet. Any player who is slow to respond, or who fails, must either drop out of the game or pay a forfeit, as may be decided at the start.

MUSIC BOX

3 to 60 players.

House party; schoolroom; playground.

Each player is given a slip of paper and pencil. Some one who has a good repertoire of popular airs sits at the piano — or lacking a piano, may sing without words — and goes briefly through snatches of one air after another, each of the players writing on his slip of paper the name of the air, or leaving a blank if he be unable to name it. The one wins who names the largest number of airs correctly.

This is an admirable game to use for old ballads, such as "Annie Laurie," "Suwanee River," "My Old Kentucky Home," "Blue Bells of Scotland," etc., or for national airs, or for both together. In a company that is well up on current music, airs from current songs and popular operas may be used successfully.

MY LADY'S LAP DOG

5 to 30 or more players.

Parlor.

My lady's lapdog.
Two plump partridges and my lady's lapdog.
Three great elephants, two plump partridges, and my lady's lapdog.
Four Persian cherry trees, three great elephants, etc.
Five Limerick oysters, four Persian cherry trees, etc.
Six bottles of Frontignac, five Limerick oysters, etc.
Seven swans a swimming, six bottles of Frontignac, etc.
Eight flip flap floating fly boats, seven swans, etc.
Nine merchants going to Bagdad, eight flip flap, etc.
Ten Italian dancing masters going to teach ten Arabian magpies how to dance, nine merchants going to Bagdad, etc.
Eleven guests going to celebrate the marriage of the Princess Baldroubadour with the Prince of Terra del Fuego, ten Italian dancing masters going to teach ten Arabian magpies, etc.
Twelve triumphant trumpeters triumphantly trumpeting the tragical tradition of Telemachus, eleven guests going to celebrate the marriage, etc.

The players sit in a circle; the one who is leader turns to the next player and says, "My lady's lapdog." This player turns to the one next him and repeats the phrase, which is thus handed around the circle. When it gets back to the leader, the leader turns to his neighbor and adds an item to that previously mentioned, saying, "Two plump partridges and my lady's lapdog." This goes around the circle, when the leader says, "Three great elephants, two plump partridges, and my lady's lapdog," and so on, adding each time different items according to the formula given above. Any player failing to repeat the list correctly pays a forfeit.

VARIATION. — For younger players, the following list may be found better: —

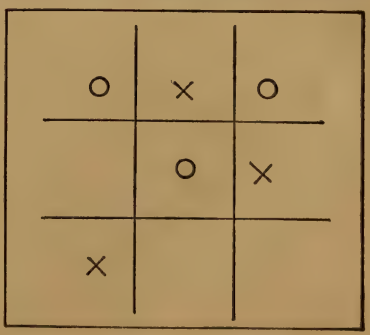
A big fat hen.
Two ducks and a big fat hen.
Three wild geese, two ducks, and a big fat hen.
Four plump partridges, three wild geese, two ducks, etc.
Five pouting pigeons, four plump partridges, three, etc.
Six long-legged cranes, five pouting pigeons, etc.
Seven green parrots, six long-legged cranes, etc.
Eight screeching owls, seven green parrots, six long-legged, etc.
Nine ugly black turkey buzzards, eight screeching owls, etc.
Ten thousand domesticated chimney swallows, nine ugly black turkey buzzards, eight screeching owls, etc.

NAUGHTS AND CROSSES

2 players.

Indoors; out of doors.

A diagram is drawn on a slate, paper, or the ground, and consists of two vertical lines, crossed by two horizontal lines. One player chooses to write "naughts" (o) and the other "crosses" (x). The players take turns in marking a naught or a cross in one of the nine places provided by the diagram, the object being to get three naughts or three crosses in a row. This row may be either vertical, horizontal, or diagonal.



NAUGHTS AND CROSSES

A score is kept of the games won by each player, and a third score is kept of the games played in which neither player wins.

This game may be played at the **seashore,** on the **playground,** or wherever the diagram may be traced on the earth.

For **school** use it is an interesting diversion for pupils who assemble early before a session opens, or who remain in over a rainy noontime.

NIMBLE SQUIRREL

Any number of players.

Schoolroom; parlor; playground.

This is a device for mental arithmetic. It is one of which children are very fond. As the play element may enter very largely into the fanciful suggestions used by the teacher, it seems in place in a book of games.

The teacher states her problem in a manner similar to the following: —

"There was a tree with fifty branches. A squirrel started on the first branch, jumped up three branches [to the fourth], came halfway down [to the second], went three times as high [sixth branch], fell halfway down [third branch], saw a dog, and ran to the top of the tree; fell to the ground and started over again; went up eight branches, jumped past three branches," etc., finishing up with, "How many branches from the top was he?"

This game has been found intensely interesting for children through the upper grades of the elementary schools.

PENNY WISE

5 to 30 players.

House party.

Each player is provided with a bright new penny (of design prior to 1909), a piece of paper, and a pencil. On the paper are written beforehand, or to dictation, the following requirements, of course without the answers. The player wins who has the largest number of correct answers.

Find on the penny the following:—

The name of a song. — America.
A privilege. — Liberty.
A part of Indian corn. — Ear.
A part of a hill. — Brow.
Something denoting self. — Eye (I).
Part of a door. — Lock (of hair).
A weapon of war. — Arrow.
An act of protection. — Shield.
A gallant. — Beau (bow).
A punishment. — Stripes.
Part of a plant. — Leaf.
A piece of jewelry. — Ring.
A nut. — Acorn.
A musical term. — Bar.
An occupation. — Milling.
A foreign fruit. — Date.
Trimming for a hat. — Feather.
What ships sail on. — Sea (C).
A perfume. — Scent (cent).
A religious edifice. — Temple.
A messenger. — One sent (cent).
A method of voting. — Ayes and Noes (eyes and nose).
A Chinese beverage. — Tea (T).
A gaudy flower. — Tulips (two lips).
Comfort. — Ease (E. E.).
A small animal. — Hare (hair).
A term of marriage. — United state.
An ancient honor. — Wreath.
One of the first families. — Indian.

PLANTING A GARDEN

5 to 30 or more players.

House party.

Each player is provided with a sheet of paper and a pencil. The game consists in one player writing down something that he has planted and the next player stating what came up. Anything may be planted, though the questioner must have in mind something that could come up from what he writes. He must sign his initials. The names of the plants that come up

must bear some direct relation, punning or otherwise, to the things planted.

For example, a player writes, "I planted a kitten; what came up?" The paper is handed to the next player, who writes, "Pussy willows."

After the questions are written, the papers are collected and redistributed, and each writes an answer to the question he has drawn. They are then collected again, and the hostess reads the questions and answers. Any question not answered must be replied to by the player who wrote it. Examples follow: —

1. Plant an angry wise man; what will come up? — Scarlet sage.
2. Plant a box of candy; what will come up? — Candytuft.
3. Cupid's arrow; what will come up? — Bleeding heart.
4. Some steps. — Hops.
5. Days, months, and years. — Thyme.
6. Christmas Eve. — Star of Bethlehem.
7. Orange blossoms. — Bridal wreath.
8. A sermon. — Jack in the pulpit.
9. Cuff on the ear. — Box.
10. Grief. — Weeping willow.
11. Cinderella at midnight. — Lady's slipper.
12. A ship that has nowhere to go. — Portulaca (port you lack, ah!).
13. Star spangled banner and Union Jack. — Flags.
14. Claws and a roar. — Tiger lilies.
15. A Richmond caterpillar. — Virginia creeper.
16. Contentment. — Heart's-ease.
17. What a married man never has. — Batchelor's buttons.
18. Sad beauties. — Bluebells.
19. Labryinth. — Maize.

PRINCE OF PARIS

10 to 30 players.

Parlor; schoolroom.

A player is chosen as leader; the others are numbered consecutively from one up, and are all seated.

The leader, standing in front, says, "The Prince of Paris has lost his hat. Did you find it, Number Four, sir?" whereupon Number Four jumps to his feet and says: —

"What, sir! I, sir?"

Leader. "Yes, sir! You, sir!"

No. Four. "Not I, sir!"

Leader. "Who, then, sir?"

No. Four. "Number Seven, sir."

Number Seven, as soon as his number is called, must jump at once to his feet and say:—

"What, sir! I, sir?"

Leader. "Yes, sir! You, sir."

No. Seven. "Not I, sir!"

Leader. "Who then, sir?"

No. Seven. "Number Three, sir!"

Number Three immediately jumps to his feet, and the same dialogue is repeated. The object of the game is for the leader to try to repeat the statement, "The Prince of Paris has lost his hat," before the last player named can jump to his feet and say, "What, sir! I, sir?" If he succeeds in doing this, he changes places with the player who failed in promptness, that player becoming leader.

Should any player fail to say "Sir" in the proper place, this also is a mistake, and the leader may change places with such player.

This game has much sport in it for house parties or other uses.

RECOGNITION

Any number of players.

Parlor; schoolroom.

Each player is given a card or slip prepared with the following questions, or the list may be dictated at the time.

What famous persons, historical or mythical, do these objects suggest?

1. Hatchet? (George Washington.)
2. A rail fence? (Abraham Lincoln.)
3. A kite? (Benjamin Franklin.)
4. A muddy cloak? (Sir Walter Raleigh.)
5. A lonely island? (Robinson Crusoe.)
6. A burning bush? (Moses.)
7. A ruff? (Queen Elizabeth.)
8. A glass slipper? (Cinderella.)
9. An apple? (William Tell.)
10. A silver lamp? (Aladdin.)

11. A smooth, round stone? (David.)
12. Long hair? (Sampson.)
13. A dove? (Noah.)
14. A pomegranate seed? (Persephone.)
15. A spider web? (Robert Bruce.)
16. A key? (Bluebeard.)
17. A wolf? (Red Riding Hood.)
18. A steamboat? (Robert Fulton.)

SCAT

2 players.

Indoors; out of doors; schoolroom.

One player holds on his upturned palm a ruler, a paper knife, or a small thin strip of wood. The other player takes this quickly and tries to "scat" or hit the opponent's palm with the ruler before he can withdraw his hand. The game will be made more interesting by feints on the part of the player who has to take the ruler, he giving several appearances of taking it before really doing so. When a player succeeds in hitting his opponent's hand with the ruler they change parts in the game. Count is kept of the unsuccessful hits, the player winning who has the smallest score when the play ends.

This is one of the diversions useful for rainy day recesses in school, or for pupils who congregate before a session opens.

SEEKING FOR GOLD

5 to 15 players.

Out of doors; seashore.

A handful of small pebbles is collected, and the players sit on the ground in a circle. One of the players scatters the pebbles on the ground in the center of the circle, as jackstones are scattered. This player then draws a line with his finger between any two of the pebbles, and tries to snap one of these two so that it will hit the other, as marbles are snapped at one another. If successful in hitting the pebble, the same player has a second turn, keeping each time the two pebbles hit. Should this player miss, another

gathers up the pebbles, scatters them, draws a line between any two of them, snaps them, etc.

The one wins who at the close of the game has the largest number of pebbles. It will be seen that a small number of players is better for this game than a large group. Nuts may be used instead of pebbles.

This game is played by children in China.

SHAKESPEAREAN ROMANCE (A)

Any number of players.
House party; schoolroom.

Each player is provided with a sheet of paper prepared with the following questions, or the questions may be dictated at the time. Each question is to be answered with the title of one of Shakespeare's plays. The player wins who has the largest number correct at the end of the time allotted for the game.

Other questions may be devised.

1. Who were the lovers? (Romeo and Juliet.)
2. What was their courtship like? (Midsummer Night's Dream.)
3. What was her answer to his proposal? (As You Like It.)
4. About what time of the month were they married? (Twelfth Night.)
5. Of whom did he buy the ring? (Merchant of Venice.)
6. Who were the best man and maid of honor? (Antony and Cleopatra.)
7. Who were the ushers? (The Two Gentlemen of Verona.)
8. Who gave the reception? (Merry Wives of Windsor.)
9. In what kind of a place did they live? (Hamlet.)
10. What was her disposition like? (The Tempest.)
11. What was his chief occupation after marriage? (Taming of the Shrew.)
12. What caused their first quarrel? (Much Ado about Nothing.)
13. What did their courtship prove to be? (Love's Labor Lost.)
14. What did their married life resemble? (A Comedy of Errors.)
15. What did they give each other? (Measure for Measure.)
16. What Roman ruler brought about reconciliation? (Julius Cæsar.)
17. What did their friends say? (All's Well that Ends Well.)

SIMON SAYS

2 to 60 players.

Parlor; schoolroom.

The players sit around a table, or if played in the schoolroom, sit at their respective desks. Each player makes a fist of each

hand with the thumb extended. One is chosen for leader, whom the others follow.

The leader says, "Simon says, 'Thumbs up!'" whereupon he places his own fists on the table before him with the thumbs upward. The players must all do likewise. The leader then says, "Simon says, 'Thumbs down!'" whereupon he turns his own hands over so that the tips of the thumbs touch the table, the others imitating him. He may then say, "Simon says, 'Thumbs wiggle waggle!'" whereupon he places his fist on the table with the thumbs upward and moves the thumbs sideways, the players imitating him.

If at any time the leader omits the words "Simon says," and goes through the movements simply with the words "Thumbs up!" "Thumbs down!" or "Wiggle waggle!" the players must keep their hands still and not imitate his movements. Any player imitating him under these circumstances must either pay a forfeit or become leader, or both, as may be decided on beforehand.

SKETCHES

3 to 60 players.

Schoolroom; parlor.

The game here described for use with history may be used simply as a diversion in describing animals or any inanimate objects; or it may be used to correlate with English (authors), picture study, etc.

Each player is provided with a sheet of paper and pencil and writes a description of some historical character; the object being to give a description that shall be perfectly truthful and yet puzzling or misleading for the other players who are to guess the identity of the character in the writer's mind.

One player is called on to read his description. The other players may have the privilege of asking questions that may be answered by "Yes" or "No" only; but it is considered much more of an honor to guess correctly without this assistance. The one guessing the character correctly reads his description next. A description for instance might read:—

"The person whom I would describe was a very tall man; very vigorous; used an ax on occasion; had much to do with legislators; was widely known outside of his native country, and has been the subject of many biographies."

As this description would apply equally to Washington, Lincoln, Gladstone, and several others who might be mentioned, there is opportunity for considerable guessing before the right character be found.

TIDBITS FARMER (THE)

5 to 30 players.

House party.

Each player should be given a card or slip of paper on which the following verses are written, the last of each line being left blank. The game consists in filling in the blank spaces each with a double letter of the alphabet, as indicated in parentheses. The player wins who has the largest number correct.

There is a farmer who is	(YY)
Enough to take his	(EE)
And study nature with his	(II)
And think on what he	(CC)
He hears the chatter of the	(JJ)
As they each other	(TT)
And sees that when a tree de	(KK)
It makes a home for	(BB)
A yoke of oxen will he	(UU)
With many haws and	(GG)
And their mistakes he will ex	(QQ)
When plowing for his	(PP)
He little buys but much he se	(LL)
And therefore little	(OO)
And when he hoes his soil by spe	(LL)
He also soils his h	(OO)

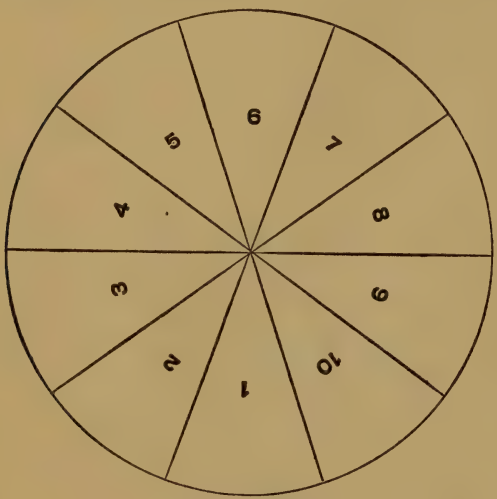
TIP TAP TOE

2 to 8 players.

Indoors; out of doors.

INDOORS. — A circle is drawn on a slate or paper, the size of it varying with the number of players, a larger circle being desirable

for a large number of players. This circle is intersected with straight lines, so that it is divided into a series of wedge-shaped spaces, the number of lines and spaces being also at the discretion of the players, the larger the number of players the larger the number of spaces desirable and the greater the variation in scoring. In each of these spaces numbers are written in consecutive order, one for each space, 1, 2, 3, 4, etc., or the numbers may be done in multiples of five, — 5, 10, 15, 20, etc. The players take turns in rotation. The one whose turn it is shuts his eyes, takes a pencil, circles it around over the diagram while he says the following verse: —



TIP TAP TOE

"Tip, tap, toe, here we go,
Three jolly sailor boys all in a row."

At the close of the verse the player places the point of the pencil on the diagram, still with his eyes closed. He then opens his eyes, and should the pencil have touched one of the numbered spaces, he marks down to his score the number written in that space, and crosses out that figure on the diagram. Thereafter that space does not count in playing. Should the pencil touch a dividing line or the line forming the circumference of the circle, or fall outside of the circle, or fall in a space in which the number has been crossed out, the player scores nothing, and loses his turn, the next one taking up the play.

When all of the spaces have been crossed out, the player wins who has the largest score, but should any player at any time touch his pencil to the center of the circle, he wins the game.

OUT OF DOORS. — This game may be played out of doors by

drawing the diagram on the earth with a sharpened stick, which is used afterwards as a pointer as a pencil is used on the paper diagram. If on hard earth the figures may be marked in the spaces as on a paper diagram, but the diagram should be drawn considerably larger than when on paper.

This is an admirable game for playing on the hard sand of the seashore. In that case little pebbles or shells are placed in the different spaces instead of numerals; one in the first space, two in the second, three in the third, etc. When a player places his stick or pointer in a space he removes the pebbles from that place to a little pile, and the score is counted at the end by counting this pile of pebbles. Any space from which the pebbles have been removed is thereafter out of the game, as when the figures are crossed out on the paper diagram.

This game is supposed to have originated in early methods of allotting land.

UP, JENKINS!

6 to 20 or more players.

Parlor; schoolroom.

This is one of the most popular current games among young people, being usually played to the accompaniment of much laughter and intense interest. It consists in the guessing by opposing parties of the hand under which a coin is hidden.

The players are divided into two parties. Each party has a captain, each player being captain in turn during successive rounds of the game. The players gather around a table, one party on one side and the others opposite. A coin, usually a quarter, is passed from hand to hand under the table by one of the parties in an endeavor to conceal from the opponents which individual holds it. The leader of the opposite party then calls, "Up, Jenkins!" when all of the hands of his opponents are brought from under the table and held up with palms outward toward the guessing party, fingers closed down tightly over the palms, the quarter being hidden in one of the hands. The opponents may look at the hands from their side of the table in this way as long as they choose. The leader then commands "Down, Jenkins!" when the hands are

slammed down simultaneously flat on the table, palms downward. This is done with enough noise to disguise the clink of the coin striking the table. The object of the game is for the opponents (those not having the coin) to guess under which hand the coin is laid, each hand supposed not to have it being ordered off the table. The captain of the guessing party, who alone may give these orders (though his players may assist him with suggestions), calls for the lifting of one specified hand at a time. The player named must lift the hand indicated, and that hand is thereafter to be taken from the table.

If the guessing party can be successful in thus eliminating all of the empty hands so that the coin is left under the last hand, they are considered to have won, and the coin passes to them for the next round. If the coin be disclosed before the last hand be reached, the side holding it adds to its score the hands remaining on the table that were not ordered off. The side wins which has the highest score when the play stops, the time limits being indefinite.

For the schoolroom see also an adaptation called *Hands up — Hands down.*

WHAT IS MY THOUGHT LIKE?

5 to 30 players.

Children's party; house party; playground.

The players are seated in a circle or any convenient group. One of the number decides upon a "thought"; that is, he thinks of some person, object, or abstraction, without telling the others what it is. He then asks of each in turn, "What is my thought like?" Each answers anything he chooses. The first player then declares what his thought was, and asks of each, "Why is — (naming the object he thought of) like — (whatever such player answered)?" Each must find some likeness, however absurd, or pay a forfeit. For instance, the answers around the circle might be, "Your thought is like an umbrella," "like Napoleon," "Pinafore," "sadness," "my necktie," "a rose," etc. The questioner then says, "I thought of a lead pencil. Why is a pencil like an umbrella?" "Because it is oftenest black." The pencil may be like Napoleon

because it can make a mark; like a rose because it is sometimes cut, etc. If any one happens to answer to the first question, "a pencil" (or whatever was thought of), he also must pay a forfeit.

WOODLAND LOVERS (THE)

5 to 30 or more players.

House party.

Each player is given a paper on which the following is written or dictated, the words in parentheses being omitted and a blank space left. The game consists in each player filling in these blank spaces with the name of some tree. The host or hostess at the end reads this list of words in order, the player winning who has the largest number correct. The same tree may be mentioned more than once.

He took her little hand in his own big (palm). "I love (yew), dear," he said simply. She did not (sago) away, for it had been a case of love at first sight. She murmured something in (aloe) voice. They had met one day upon a sandy (beech), and from that (date) onward, they cared not a (fig) for the outside world. Her name was (May Ple). She was a charming girl. Rosy as a (peach); (chestnut) colored hair; (tulips) like a (cherry); skin a pale (olive). In fact, she was as beautiful (as pen) or brush ever portrayed. The day he met her she wore a jacket of handsome (fir). He was of Irish descent, his name being (Willow) 'Flaherty. He was a (spruce) looking young fellow. Together they made a congenial (pear). But when did the course of true love ever run smooth? There was a third person to be considered. This was (paw paw). Both felt that, counting (paw paw) in, they might not be able to (orange) it. What if he should refuse to (cedar)! Suppose he should (sago) to her lover? And if he should be angry, to what point won't a (mango)? Well, in that case she must submit, with a (cypress) her lover in her arms for the last time, and (pine) away. But happily her parent did not constitute (ebony) skeleton at their feast. He was guilty of no tyranny to reduce their hopes to (ashes). They found him in his garden busily (plantain). He was chewing (gum). "Well," he said thoughtfully, in answer to the question: "Since (yew) love her I must (cedar) to (yew). You make a fine young (pear). Don't cut any (capers) after you're married, young man! Don't (pine) and complain if he is sometimes cross, young woman! I hope to see (upas) many happy days together!"

ZOO

5 to 10 players.

Parlor; schoolroom.

Each player is provided with ten slips of paper, numbered conspicuously from one to ten, but arranged irregularly in a pile. The players gather around a table or sit in a circle, each one being given the name of an animal; the sport of the game will consist largely in choosing unusual or difficult names, such as yak, gnu, cameleopard, hippopotamus, rhinoceros, Brazilian anteater, kangaroo, etc.

Each player holds his slips with the numbers turned downward. The first player turns up his upper slip so that the number is visible and lays it down in front of him. In doing this he must turn it away from himself, so that the other players see it first; the next player then does the same. Should the two slips happen to coincide in number, for instance, should the first player have turned up number three and the second player turn up number three, they must each at once call each other's names, as "Yak!" "Hippopotamus!" or whatever name was assigned to them. The one who first calls the other's name gives away his slip to that other, the object being to get rid of one's slips as fast as possible.

Should the slip turned up by the second player not correspond in number to that turned by the first, he also lays it down in front of him; the third player then turns his up, and this is continued around the circle until a slip is turned that corresponds in number with any that has already been turned up, when those two players must immediately call each other's names, as before explained. The player wins who first gets rid of all of his slips.

For **schools**, a class should divide into small groups for this game, which may be made to correlate with geography or history, by using proper names from those subjects instead of names of animals.

For **older players** the game may be made very funny also by assigning to each player the name of a patent medicine instead of the name of an animal, and playing cards may be used instead of the numbered slips.

FEATS AND FORFEITS

FEATS AND FORFEITS

Athletic feats requiring skill, strength, or agility are a very interesting and amusing feature for gymnasiums and many other conditions, and contain possibilities for some excellent and vigorous physical development. As some of these may be used for forfeits (although some kinds of forfeits cannot take the place of athletic feats), these two classes of amusements are included here in one chapter. The searcher for forfeits will do well, however, to look through the section on feats.

I. Contests for Two: Wrestling Matches and Tugs of War

The following group of wrestling matches and races make a very interesting and vigorous form of game with which to close a lesson in formal gymnastics. For instance, if pupils are in a formation that admits of immediately turning toward partners without change of formation, this may be done and any of these games then used without further rearrangement of a class. When used in this way the wrestling matches are generally determined by the winning of the best two out of three trials.

These wrestling matches and races may of course be used also for forfeits.

BALANCE WRESTLE. — Two contestants stand each in a forward stride position, the right foot being lengthwise on a line (the same line for both contestants) and the left foot back of it, turned at right angles to the right foot with the heel touching the same line. The toes of the right feet should touch. In this position players grasp right hands. The objects of the game are to make the opponent (1) move one or both feet, or (2) touch the floor with any part of the body. A point is scored for the opponent whenever a player fails in one of these ways. After a trial has been made with the right hand and foot, the wrestle should be repeated with the left hand and foot extended, and so on alternately.

BOUNDARY TUG. — Two lines are drawn on the floor, five feet apart. Within this space two contestants face each other, the right toes touching and each stepping backward in a strong stride position with the left foot. Both players grasp a cane or wand, and each tries to pull the other across one of the boundary lines.

HARLEQUIN WRESTLE. — This is a one-sided wrestle between two persons. Each stands on one leg; they then grasp right hands and each tries to make the other lower his upraised foot to the ground, or touch the floor with his free hand. The opponent may not be touched with the free hand.

INDIAN WRESTLE. — Two players lie on their backs side by side, with adjacent arms locked. The feet should be in opposite directions. At a signal the adjacent legs are brought to an upright position and interlocked at the knees. The wrestle consists in trying to force the opponent to roll over from his position.

INTERFERING. — This is one of the hopping relays, but the shoulders may not be used in it. Two contestants fold arms, and each, while hopping on one foot, tries to make his opponent put the other foot to the floor. As neither arms nor shoulders may be used, this is done entirely by a side movement of the free leg.

KNEE AND TOE WRESTLE. — Two players sit on a mat, facing each other. The knees should be drawn up closely and the players should be near enough together to have the toes of each touch those of the opponent. Each player passes a stick under his knees, and then passes his arms under it and clasps his hands in front of his own knees. The wrestling begins at a signal and consists in each player trying to get his toes under those of his opponent and throw him backward.

LUNGE AND HOP FIGHT. — A circle six feet in diameter is drawn on the ground. One player takes a lunge position forward, so that his forward foot rests two feet within the circle. The second player stands in the circle on one foot with arms folded across the chest. The hopper tries to make the lunger move one of his feet. The lunger in turn tries to make the hopper put down his second foot or unfold arms. Either player is defeated also if he moves out of the circle. The lunger may use his hands and arms.

PUSH AND PULL. — Two lines are drawn on the floor at an interval

of five feet. Within these lines two players take their places with two stout sticks, canes, or wands between them, each player grasping one end of each cane. The object of the feat is to push the opponent across the boundary line behind him, or to pull him over the nearer boundary line.

The relative positions of the opponents may be reversed and the same struggle gone through back to back, still holding the canes.

This differs from **Boundary Tug** in the way the wands are held and the fact of there being two wands.

ROOSTER FIGHT. — This is an old Greek amusement. A ring six feet in diameter is drawn on the ground. Two players are placed in this, who stoop and grasp each his own ankles. In this position they try to displace each other by shouldering. The player loses who is overthrown or who loosens his grasp on his ankles.

SHOULDER SHOVE. — For this, the players are divided into groups of five; each group marks on the ground a circle about eight feet in diameter. All five players stand within the circle. Four of them must fold their arms across the chest and hop on one foot. The object of the game is for these four players to push the fifth one, who is It, out of the circle with their shoulders. They may not use their hands. The fifth one may stand on both feet and use his arms. Should one of the hoppers place both feet on the ground or unfold his arms, he must leave the circle. The player who is It may avoid the hoppers by running and dodging. Should he be pushed out of the circle, the four hoppers are considered to have won the game.

WAND AND TOE WRESTLE. — Two players sit on the floor with knees bent and toes touching those of the opponent. One wand is held between them, which both grasp so that the hands are placed alternately; there should be a short space in the center between the hands. The object of the tug is to pull the opponent up and over the dividing line. This is an excellent form of wand wrestle and will hold the interest of a class for months, especially if a continuous score be kept for the same contestants.

WAND TWIST. — Two players stand and grasp at or near shoulder height a wand or cane held in a horizontal position. The object of

one player is to raise or twist the wand out of the horizontal position, and of the other player to prevent this. The one who is trying to hold the wand in the horizontal position should have his hands next to each other in the center of the wand. The one who tries to twist the wand should place his hands outside of and touching those of the player who is resisting.

WAND WRESTLE. — One player holds a wand or cane at full arm's length above his head, the hands being at about shoulder width distant on the wand, which should be held horizontally. The other player tries to pull the wand down to shoulder height. He may pull it forward at the same time, as it may be almost impossible in some cases to lower it without this forward movement.

II. Races

ESKIMO RACE ON ALL FOURS. — The performers stand with hands and feet on the floor, the knees stiff, the hands clinched and resting on the knuckles. The elbows should be stiff. In this position a race is run, or rather "hitched," over a course that will not easily be too short for the performers.

This is a game of the Eskimos, reported by Lieutenant Schwatka.

ESKIMO JUMPING RACE. — Fold the arms across the breast with the knees rigid and the feet close together. Jump forward in short jumps of an inch or two.

This is the regular form of one of the games of the Eskimos, reported by Lieutenant Schwatka.

III. Miscellaneous Feats

ANKLE THROW. — This feat consists in tossing some object over the head from behind with the feet. A bean bag, book, or basket ball, is held firmly between the ankles. With a sudden jump, the feet are kicked backward so as to jerk the object into an upward throw, which should end in its curving forward over the head. It should be caught as it comes down.

ARM'S LENGTH TAG. — Two players stand each with an arm extended at full length at shoulder level, and try to touch each other without being touched in return. This will require some rapid twisting, dodging, and bending. A touch on the extended hand does not count.

BACKSLIDING. — The hands are placed palm to palm behind the back with the fingers pointing downward and thumbs next to the back. Keeping the tips of the fingers close to the back and the palms still together, the hands are turned inward and upward until the tips of the fingers are between the shoulders, pointing upward toward the head, and the thumbs outside.

CATCH PENNY. — One elbow is raised level with the shoulder, the arm being bent to bring the hand toward the chest. Three or four pennies are placed in a pile on the bent elbow. Suddenly the elbow is dropped and the same hand moved downward quickly in an effort to catch the pennies before they fall to the ground.

CHINESE GET-UP. — Two persons sit on the floor back to back with arms locked, and retaining such relative positions they try to stand upright.

COIN AND CARD SNAP. — Balance a visiting card on the tip of the middle or forefinger. On top of the card place a dime or nickle; this should be exactly over the tip of the finger and in the middle of the card. Snap the edge of the card with a finger of the other hand, so that the card will be shot from under the coin and leave the coin balanced on the finger.

DOG COLLAR. — Two players on hands and knees on a mat, rug, or cushion, face each other with about three feet distance between them. A knotted towel or a strap, or anything that will not chafe or cut the flesh, is thrown over both heads like a collar, being long enough to encircle the two. The head should be held well upward to prevent this from slipping off. At a signal, the players pull against each other, each trying to pull the opponent from the mat or to pull the collar from around his neck.

DOG JUMP. — The performer holds a stick horizontally between the forefingers of his hands, pressing with the fingers to keep it from falling. Keeping the stick in this position, he should jump over it forward and then backward. The same feat may be performed by pressing together the middle fingers of the two hands without a stick and jumping over them forward and backward, as a dog jumps through curved arms.

DOT AND CARRY TWO. — This is a spectacular feat of strength for three performers, A, B, and C. They stand in line, side by side, A standing in the center with B on his right and C on his

left. He stoops down and passes his right hand behind the left thigh of B, and clasps B's right hand. He then passes his left hand behind C's right thigh, and takes hold of C's left hand. B and C pass each one arm around A's neck, and A, by raising himself gradually to a standing position, will find that he is able to lift the other two from the ground.

HAND STAND SALUTE. — A player is required to stand on his hands with legs stretched at full length in the air, and then wriggle the feet at the ankles.

HEEL AND TOE SPRING. — A line is drawn on the floor. The performer places his heels against this line, bends down, grasps the toes with the fingers underneath the feet and pointing backward toward the heels. He then leans forward slightly to get an impetus, and jumps backward over the line.

This same feat may be reversed. Standing in the same position, the performer toes a line and jumps over it forward.

JUG HANDLE. — The performer places his hands across the chest, with the tips of the middle fingers touching and the elbows extending on each side like a jug handle. Another player tries to pull the arms apart, either by working at them separately or together. Jerking is not permissible; the pull must be steady.

Until one has tried this, it is surprising to find that even a strong person cannot overcome a weaker one in this position.

LAST AND FIRST. — Place one foot immediately behind the other. On the rear foot place a small object, such as a light book, a slipper, or a small stick. With a sudden movement lift the forward foot, at the same instant hopping on the rear foot with a kicking movement forward, so as to throw the object forward beyond a given mark.

LATH AND PLASTER. — Rub the top of the head with one hand, and simultaneously pat the chest with the other hand. Reverse the movement, patting the head and rubbing the chest. Do each of these things with the hands changed, the hand that was on the chest being placed on the head, and *vice versa.*

PICK ME UP. — The performer is required to stand against the wall, drop a handkerchief at his feet, and without bending the knees stoop and pick up the handkerchief.

PICK UP AND PUSH UP. — A line is drawn about two feet from a wall, which is toed by the performer, facing the wall. Between

the line and the wall is placed a stool directly in front of the performer. The player leans forward, puts the top of his head against the wall, picks up the stool with his hands, and pushes himself backward to an upright position, getting an impetus from the head only, and lifting the stool as he does so.

PINCUSHION. — On a chair having a cane or rush or wooden bottom a pin is stuck on the edge of the seat, or just under the edge, well around on one side toward the back. The performer starts sitting in the chair, and without leaving it, or touching his hands or feet to the floor, must reach around so as to remove the pin with his teeth.

PRAY DO. — A line is marked on the floor. The performer stands with his toes on the line, and without using his hands or moving his feet, kneels down and gets up again.

RABBIT HOP. — This should be done on a soft mat or cushion. The performer kneels; then sits back on the heels and grasps the insteps with his hands. From this position he leans suddenly forward, and while doing so pulls the feet up from the floor. In the instant that his weight is released, he hitches forward on the knees, the two knees moving forward alternately.

ROTARY. — Raise both arms above the head. Move both with a rotary motion in opposite directions, describing a circle in the air, with the right hand moving forward and with the left moving backward simultaneously.

Extend both arms in slanting position downward from the shoulders, elbows straight. Describe circles in the air with both arms, the hands at about the level of the hips, the right turning forward and the left backward.

"RUBBER NECK." — In this feat a kneeling performer is required to pick a card up from the floor with his teeth, both hands being behind his back. The card is placed in front of him at the length of his forearm and hand from one knee. This distance is measured by placing the elbow against the knee and stretching the forearm and the hand at full length on the floor; the point which the middle finger reaches is the point at which the card must be placed. The card has the ends folded down so as to rest like a small table on the floor. The nearer edge of it must rest on the line determined as above specified.

SCALES. — Hold a weight out at arm's length for a given time.

SIAMESE TWINS. — Two players (two boys or two girls), of about the same height and weight, stand back to back and lock arms. The object is to walk in one direction, using first the legs of one player and then those of the other. This may be done by one player moving his feet forward slightly. This is accomplished by both bending the knees, and the player on the side toward which progress is to be made sliding his feet forward. Bracing his feet in the new position, he straightens his entire body upright, drawing the rear player after him until both are in the same relative position as at the start. This constitutes one step, and is repeated over as long a distance as may be specified or desired.

SKIN THE SNAKE. — This is a feat for several performers — from five to fifty or more, and is suitable for the gymnasium. The players stand in a line, one behind another, with a short distance between. Each player bends forward and stretches one hand backward between his legs, while with the other hand he grasps that of the player in front, who has assumed the same position. When all are in position, the line begins backing, the player at the rear end of the line lying down on his back, and the next player walking backward astride over him until he can go no farther, when he also lies down with the first player's head between his legs. This backing and lying-down movement continues until all the players are lying in a straight line on the floor. Then the last one to lie down gets up and walks astride the line toward the front, raising the man next behind him to his feet, and so on until all again are standing in the original position. The grasp of hands is retained throughout.

It hardly need be said that this game is of Chinese origin. It makes a very funny spectacle, especially if done rapidly.

STOOPING PUSH. — Draw a line on the floor. Toe it with the feet spread wide apart. Reach around outside of the legs and grasp a light dumb-bell or other object of similar weight with both hands; throw or slide it forward on the floor from between the feet, the hands being kept together throughout. The object is to see how far the dumb-bell may be thrown without the player losing his balance.

TANTALUS. — The left foot and leg and left cheek are placed close

SKIN THE SNAKE

Reprinted from Dr. Isaac T. Headland's "Chinese Boy and Girl," by kind permission of Messrs. Fleming H. Revell and Co.

against the wall. The right foot is then slightly lifted in an effort to touch the left knee. Having reached it, the position should be steadily maintained for a few moments.

THUMB SPRING. — This is similar to the Wall Spring, but differs both in method of execution and in general difficulty. The performer places the inner side of the thumbs against a wall, or the edge of a table or window sill may be used. No other part of the hands should touch this surface. The feet should then be moved as far backward as possible. The body will then be leaning forward; and from this position, without any movement of the feet, a sudden push should be made from the thumbs, the object being to recover the upright position. It is well to begin with a slight distance and work up to a greater one.

WALL PIVOT. — One foot is placed against a wall at about the height of the knee. The other foot is thrown over it, the body making a complete turn in the air, so that the free foot may touch the ground in time to sustain the weight before a tumble. Thus, if the right foot be placed against the wall, the left leg will be thrown over it and the body turned over toward the right, the left foot being replaced on the floor to receive the weight. This is usually easier if done with a short run, and is best practiced on a thick gymnasium mattress.

WALL SPRING. — The performer should stand facing a wall and a short distance from it. Keeping his feet in one spot, he should lean forward and place the palms of his hands flat against the wall; from this position he should then make a sudden push and spring backward to an upright position. With some practice, this may be done with a very considerable distance between the feet and the wall.

WOODEN SOLDIER. — The arms are folded across the chest. In this position the performer is required to lie down on the back and rise again to an upright standing position, without assistance from either hands or elbows.

WRIGGLE WALK. — The performer stands with heels together and toes pointed outward. Simultaneously he raises the right toes and the left heel, and turns them toward the same direction, the right toes inward and the left heel outward, pivoting on the opposite toe and heel. This is then reversed, so as to continue progress in

the same direction. Resting on the toes and heel just moved, he lifts the opposite ones; that is, the left toes moving outward, the right heel moving inward, and so progresses for a specified distance.

IV. Forfeits

Many of the things described in the previous section of this chapter may be used as forfeits.

Forfeits are used in many games as a penalty for failure, and may be an occasion for much merriment. The usual method of collecting and disposing of the forfeits is for each player when he fails, to deposit with some one person designated for the purpose some article whch shall serve to identify him when the penalties are assigned. This may be a ring, some small article from the pocket, a bonbon, a pebble, or flower, a bit of ribbon, or other ornament of dress.

When the game is over, the forfeits are redeemed. For this purpose one player is chosen as the judge, who is seated. Behind him stands a player who takes one article at a time from the pile of collected forfeits, holds it over the head of the judge so that he may not see it, and says, "Heavy, heavy hangs over thy head."

The judge then asks, "Fine or superfine?" (meaning, boy or girl?)

The holder answers, "Fine," if a boy, and "Superfine," if a girl, and adds, "What must the owner do to redeem it?"

The judge then pronounces sentence. Part of the sport of this imposing of penalties for forfeits is the ignorance of the judge as to who is the owner of the forfeit.

The following penalties are appropriate for the paying of forfeits, and many of the feats previously described are also suitable.

The practice of forfeits is prehistoric, and is thought to have originated in the custom of paying ransom for immunity from punishment for crimes. As used in games of later years, the main object has been to make the offender ridiculous.

AFFIRMATIVE, THE. — A player is required to ask a question that cannot be answered in the negative. The question is, "What does y-e-s spell?"

BLARNEY STONE. — The player is required to pay a compliment to each person in the room in turn.

BLIND WALTZ. — Two players are blindfolded and told to waltz together.

CHEW THE STRING. — Two bonbons are wrapped in paper and tied each to a piece of string six yards in length. These are placed on the floor at a distance from each other, the free end of each string being

given to one of the two players who are assigned to this penalty. At a signal, each player puts his piece of string in his mouth, and with hands behind back chews rapidly at the string, trying to get it all into the mouth. The one who first gets to his piece of candy is rewarded by having both pieces.

CONSTANTINOPLE. — The player is required to "Spell Constantinople, one syllable at a time." As soon as he gets to the letter "*i*," all of the other players shout the following syllable, "No" The speller naturally thinks that he has made a mistake, and commences again. Each time that he gets to the letter "*i*," the same cry of "No!" is made, and the poor victim may become very much confused, and doubt his own memory as to spelling before he discovers the trick.

CORDIAL GREETING, A. — This penalty is imposed upon two players at once. They are blindfolded and led to opposite corners of the room. They are then told to go toward each other and shake hands.

CRAWL, THE. — The player is required to leave the room with two legs and come back with six. He does this by bringing a chair with him when he returns.

DANGEROUS POSITION, A.— The player is required to sit upon the fire. This is done by writing the words "the fire" on a slip of paper, and then sitting on it.

ENNUI. — The player is required to yawn until he makes some one else yawn.

FOOTBALL.— A ball the size of an orange is made of crumpled paper. It is placed on the floor, and the player is required to stand at a point three times the length of his foot from the ball. From this point he is required without bending the knees to kick the ball out of the way.

FORUM, THE. — The player is required to make a speech on any subject assigned by the judge.

FOUR FEET. — The player is required to put four feet against the wall. He does this by placing the feet of a chair against the wall.

GRASSHOPPER. — The player is required to hold one foot in his hand and hop on the other around the room.

HAND-TO-HAND. — A player is given some small article to hold in each hand, such as a flower or lead pencil, and required to

stretch both arms at full length sideways, the right arm to the right and the left arm to the left. He is then required to bring both articles into one hand without bending shoulders or elbows; or, to state it differently, without bringing the hands any nearer together. This may be done by placing one of the objects on a table with one hand, turning around, and picking it up with the other hand.

HAYSTACK. — A player is required to make a pile of chairs as high as his head, and then take off his shoes and jump over them. (Jump over the shoes.)

HOTTENTOT TACKLE. — The player is required to cross the arms and grasp the left ear with the right hand and the nose with the left hand. He is then suddenly to release the grasp and reverse the position of the hands, grasping the right ear with the left hand and the nose with the right hand. This should be repeated several times in quick succession.

INSIDE AND OUT. — The player is required to kiss a book inside and outside without opening it. He accomplishes this seemingly impossible task by taking the book out of the room, kissing it there, coming back, and kissing it again inside the room.

JINGLES. — The player is given two pairs of rhymes and required to write a verse of four lines ending with the prescribed rhymes. This same forfeit may be imposed on several different players at once, an added interest arising from comparison of the finished verses.

KNIGHT OF THE RUEFUL COUNTENANCE. — This requires two players, one who is assigned to be the knight and the other to be the squire.

The squire takes the knight by the arm and leads him before each lady present. The squire kisses the hand of each lady in turn, and after each kiss carefully wipes the knight's mouth with a handkerchief. The knight must display his grief at the loss of so many opportunities by preserving throughout an unsmiling countenance.

LITTLE DOG TRAY. — The player is required to crawl under the table on all fours and bark like a dog.

LITTLE GERMAN BAND, THE. — Three or four players are told to imitate a little German band, each being required to represent a

certain instrument, and all to join in rendering some popular air, which should be assigned.

LITTLE SUNSHINE. — The player is required to walk around the room and bestow a smile on each person in turn.

LUNCH COUNTER. — An apple is suspended at head height on the end of a string from a chandelier or portière pole. The delinquent player is required to walk up to the apple and take a bite from it without help from the hands. For obvious reasons, only one person should be allowed to bite at an apple.

MOODS. — The player is required to laugh in one corner of the room, to sing in the second corner, to cry in the third, and to whistle or dance in the fourth.

NEGATIVE SIDE, THE. — The player is required to answer "No" to a question put to him by each member of the company in turn. This may be made very funny if he be required, for instance, thereby to express dislike for his favorite occupations or friends.

PILGRIMAGE TO ROME, A. — The judge announces that the player who is to redeem this forfeit is about to make a pilgrimage to Rome, and requests that each member of the company give him something to take on his journey. The pilgrim is then required to pass around the room while each person, in turn, presents him with some article, the more inappropriate or difficult or cumbersome to carry the better. These may consist, for instance, of a small chair, a sofa pillow, a house plant, a big basket, a lunch consisting of a nut, etc. These must all be carried at once, and when all have been collected, the pilgrim must make one entire round of the room before laying any of them down.

SAFETY POINT. — The player is required to put one hand where the other cannot touch it. He does this by placing the right hand on the left elbow, or *vice versa*.

SO NEAR AND YET SO FAR. — Two players are required to stand upon an open newspaper in such a manner that they cannot possibly touch one another. They will find the solution of the problem in placing the newspaper over the sill of a door, and then closing the door between them.

SPOON FOOD. — Two players are blindfolded and seated on the floor, each with a large towel or napkin pinned around the neck like a bib. Each is then given a bowl filled with corn meal or flour,

and a spoon. When all is ready, the two players are told to feed each other. This forfeit makes as much sport for the rest of the company as for those engaged in its performance.

THREE QUESTIONS. — The delinquent player is sent out of the room. While he is gone, the remaining players decide on three questions, to which he must reply "Yes" or "No" before he knows what the questions are. When he returns, he is asked if he will answer the first question with "Yes" or "No." Having made his choice, the question is then repeated to him, often resulting in much laughter from the incongruity of the answer. The other questions are answered in the same way.

TIDBIT. — The player is required to bite an inch off the poker. He does this by holding the poker about an inch from his face and making a bite at it.

TOAST OF THE EVENING, THE. — The player is required to propose his or her own health in a complimentary speech about himself or herself.

UMBRELLA STAND. — A closed umbrella or a cane is held upright on the floor by pressing on the top of it with the forefinger. The player is then required to release his hold, to pirouette rapidly, and snatch the umbrella before it falls to the ground.

VERSE LENGTHS. — The player is required to repeat a verse or jingle, stating the number of the word after each word. For example: —

"Yankee, *one*, Doodle, *two*, went, *three*, to, *four*, town, *five*," etc.

WALKING SPANISH. — The player is given a cane or closed umbrella. He rests this on the floor, places both hands on top of it, and then rests his forehead on the hands. While in this position, he is required to turn around three times, then suddenly stand with head erect, and walk straight ahead.

ZOO, THE. — The player is required to imitate a donkey or any other animal.

SINGING GAMES

DRAW A BUCKET OF WATER

SINGING GAMES

DID YOU EVER SEE A LASSIE?

10 to 60 or more players.

Playground; gymnasium.

This is a game for very little children, and with a little suggestion as to the exercises or movements to be illustrated by the "lassie," may be the source of some very good exercise as well as a pleasing game.

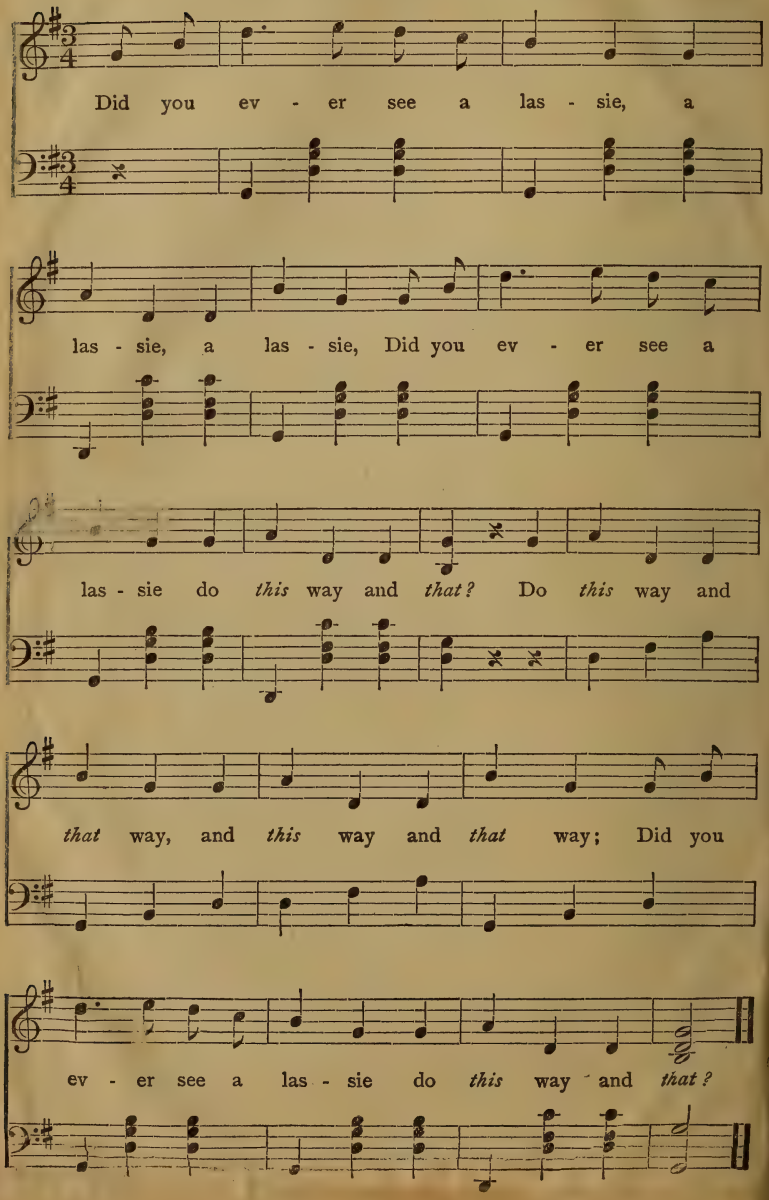
All of the players but one form a circle, clasping hands. They circle around, singing the first two lines of the verse. While they are doing this, the odd player stands in the center and illustrates some movement which he chooses for the others to imitate. During the last two lines of the verse the players stand in place, drop hands, and imitate the movements of the center player, which he continues in unison with them.

Did you ever see a lassie, a lassie, a lassie,
Did you ever see a lassie do *this* way and *that?*
Do *this* way and *that* way, and *this* way and *that* way;
Did you ever see a lassie do *this* way and *that?*

When a boy is in the center, the word "lassie" should be changed to "laddie."

The player may imitate any activity, such as mowing grass, raking hay, prancing like a horse, or turning a hand organ; may use dancing steps or movements such as bowing, courtesying, skipping, whirling in dance steps with the hands over the head, etc.; or may take any gymnastic movements, such as hopping, jumping, arm, head, trunk, or leg exercises, etc.

Did You Ever See a Lassie?

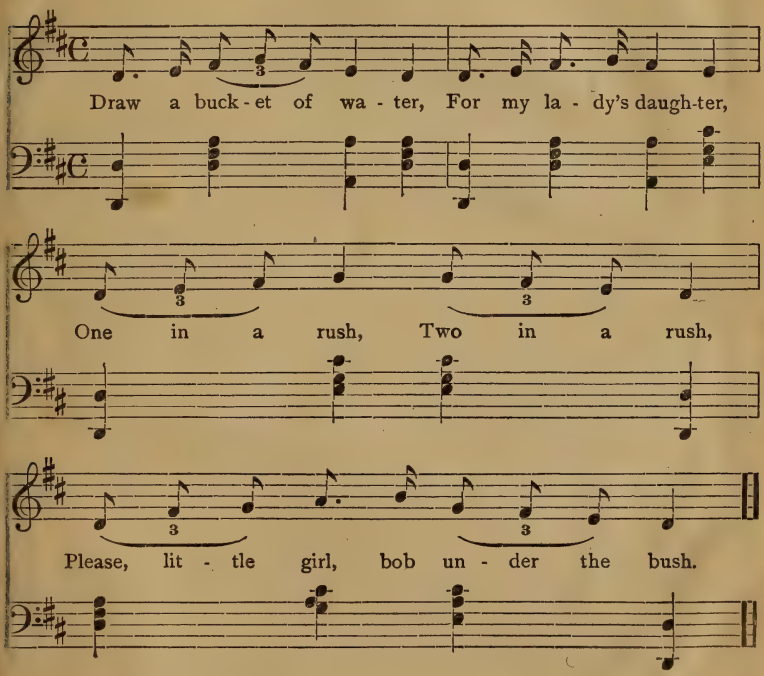

Did you ev - er see a las - sie, a
las - sie, a las - sie, Did you ev - er see a
las - sie do *this* way and *that?* Do *this* way and
that way, and *this* way and *that* way; Did you
ev - er see a las - sie do *this* way and *that?*

DRAW A BUCKET OF WATER

4 to 60 or more players.

Indoors; out of doors.

This game is played in groups of four, generally by girls. Two players face each other, clasping hands at full arm's length. The other two face each other in the same way, with their arms crossing those of the first couple at right angles. Bracing the feet, the couples sway backward and forward, singing the following rhyme:—



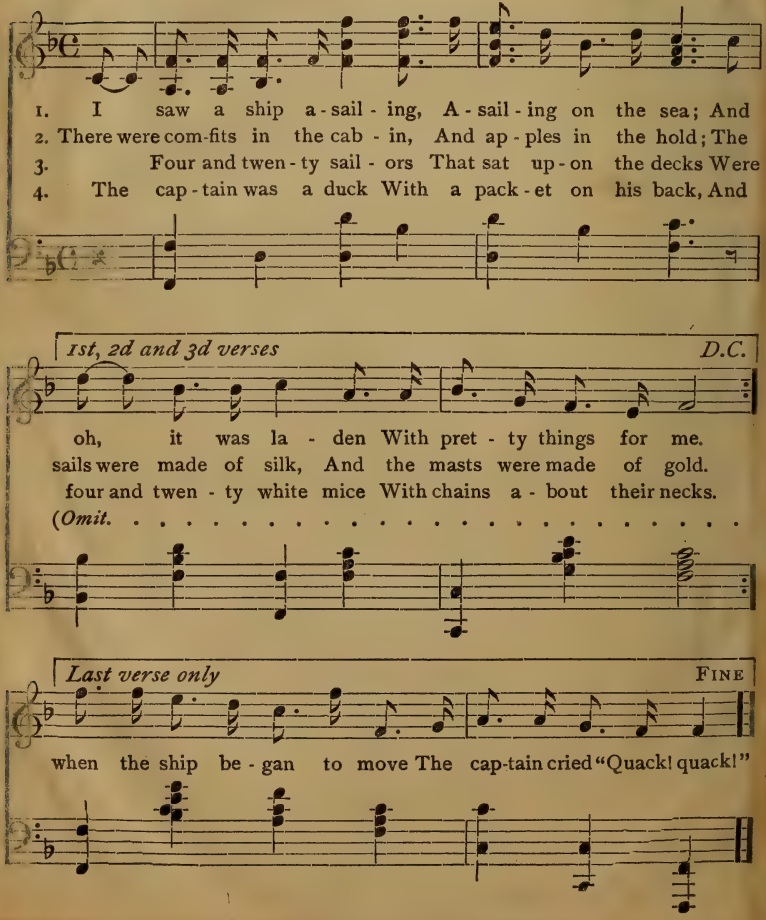
Draw a bucket of water,
For my lady's daughter.
One in a rush,
Two in a rush,
Please little girl, bob under the bush.

As the last line is said, the players all raise their arms without unclasping the hands and place them around their companions, who

stoop to step inside. They will then be standing in a circle with arms around each other's waists. The game finishes by dancing in this position around in a ring, repeating the verse once more.

The illustration shows in the left-hand group the pulling backward and forward; in the rear (center) group the lifting of hands and stooping under; and in the right-hand group the position for dancing around while repeating the verse.

DUCK DANCE (THE)


1. I saw a ship a-sail-ing, A-sail-ing on the sea; And
2. There were com-fits in the cab-in, And ap-ples in the hold; The
3. Four and twen-ty sail-ors That sat up-on the decks Were
4. The cap-tain was a duck With a pack-et on his back, And
1st, 2d and 3d verses
D.C.
oh, it was la-den With pret-ty things for me.
sails were made of silk, And the masts were made of gold.
four and twen-ty white mice With chains a-bout their necks.
(Omit. . . . . .
Last verse only
FINE
when the ship be-gan to move The cap-tain cried "Quack! quack!"

I saw a ship a-sailing, a-sailing on the sea;
And oh, it was laden with pretty things for me.
There were comfits in the cabin, and apples in the hold;
The sails were made of silk, and the masts were made of gold.

Four and twenty sailors that sat upon the deck
Were four and twenty white mice with chains about their necks.
The captain was a duck with a packet on his back,
And when the ship began to move the captain cried quack!
quack!

The players hold hands and circle rapidly while singing. After the last verse one of the players breaks the circle and with his next neighbor raises his hand high to form an arch, calling "Bid, bid, bid!" which is the call for ducks. The player on the opposite side of the break in the circle proceeds to pass under this arch, the entire circle following, all holding hands and answering "Quack! quack! quack!"

When all have passed through, the two players at the opposite end of the line raise their hands and cry, "Bid, bid, bid!" while the two who first made the arch pass through, drawing the line after them, and calling "Quack! quack! quack!" This passing of the ducks under the gateway is continued during one or two repetitions of the music. The players should repeat "Bid, bid, bid!" and "Quack, quack, quack!" in rhythm during all of this latter part of the play.

FARMER IN THE DELL

10 to 30 or more players.

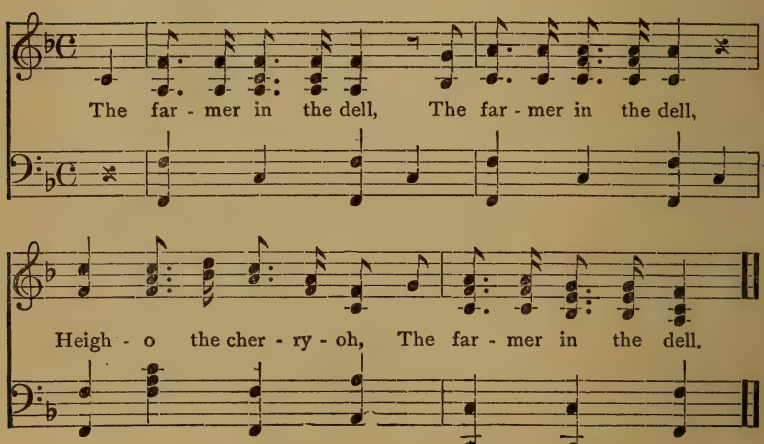
Indoors; out of doors.

The farmer in the dell,
The farmer in the dell,
Heigh-o! the cherry-oh!
The farmer in the dell.

The farmer takes a wife,
The farmer takes a wife,
Heigh-o! the cherry-oh!
The farmer takes a wife.

The wife takes a child,
The wife takes a child,
Heigh-o! the cherry-oh!
The wife takes a child.

The succeeding verses vary only in the choice in each, and follow in this order: —

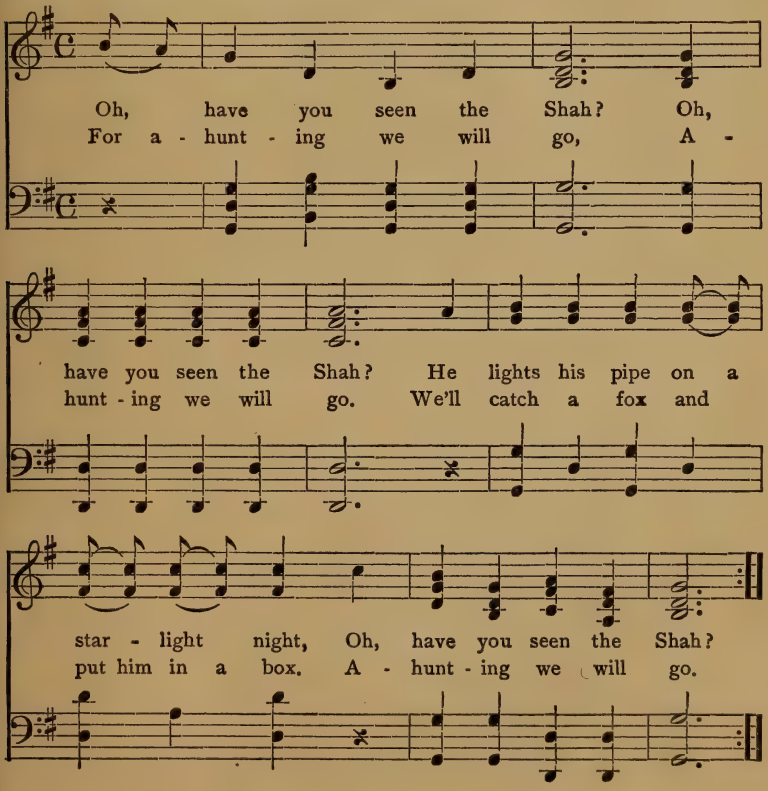
The child takes a nurse, etc.
The nurse takes a cat, etc.
The cat takes a rat, etc.,
The rat takes the cheese, etc.

The players stand in a circle with one of their number in the center, who represents the farmer in the dell. At the singing of the second verse, where the farmer takes a wife, the center player beckons to another, who goes in and stands by her. The circle keeps moving while each verse is sung, and each time the player last called in beckons to another; that is, the wife beckons one into the circle as the child, the child beckons one for the nurse, etc., until six are standing in the circle. But when the lines, "The rat takes the cheese," are sung, the players inside the circle and those forming it jump up and down and clap their hands in a grand confusion, and the game breaks up.

HUNTING

10 to 60 or more players.

Indoors; out of doors.

This game is especially enjoyed by little boys, for whom there is a comparatively small number of appropriate singing games.

The players all stand in two lines facing each other. They clap their hands in time with the song, and sing the first verse:—

Oh, have you seen the Shah? Oh,
For a - hunt - ing we will go, A -
have you seen the Shah? He lights his pipe on a
hunt - ing we will go. We'll catch a fox and
star - light night, Oh, have you seen the Shah?
put him in a box. A - hunt - ing we will go.

Oh, have you seen the Shah?
Oh, have you seen the Shah?
He lights his pipe on a starlight night.
Oh, have you seen the Shah?

For a-hunting we will go,
A-hunting we will go.
We'll catch a fox and put him in a box.
A-hunting we will go.

While the last verse is being sung, the two players at the top of the lines run forward, join hands, and run down between the lines to the foot, turn around, join the other hands, and return between the lines. When they have reached the head again, they unclasp hands and run down the outside of the lines, each on his own side, and take their places at the foot of the lines. By this time the verse should be finished, and it is then sung again, the two players who are now standing at the head running down through the middle, etc. This is repeated until all the players have run, when the two lines join hands in a ring and all dance around, repeating the verse for the last time.

For a large number of players several may run instead of two. The first two then represent foxes, the next four, prancing or galloping horses (all in time to the music), and four others for riders or hunters.

ITISKIT, ITASKET

10 to 30 or more players.

Indoors; out of doors.

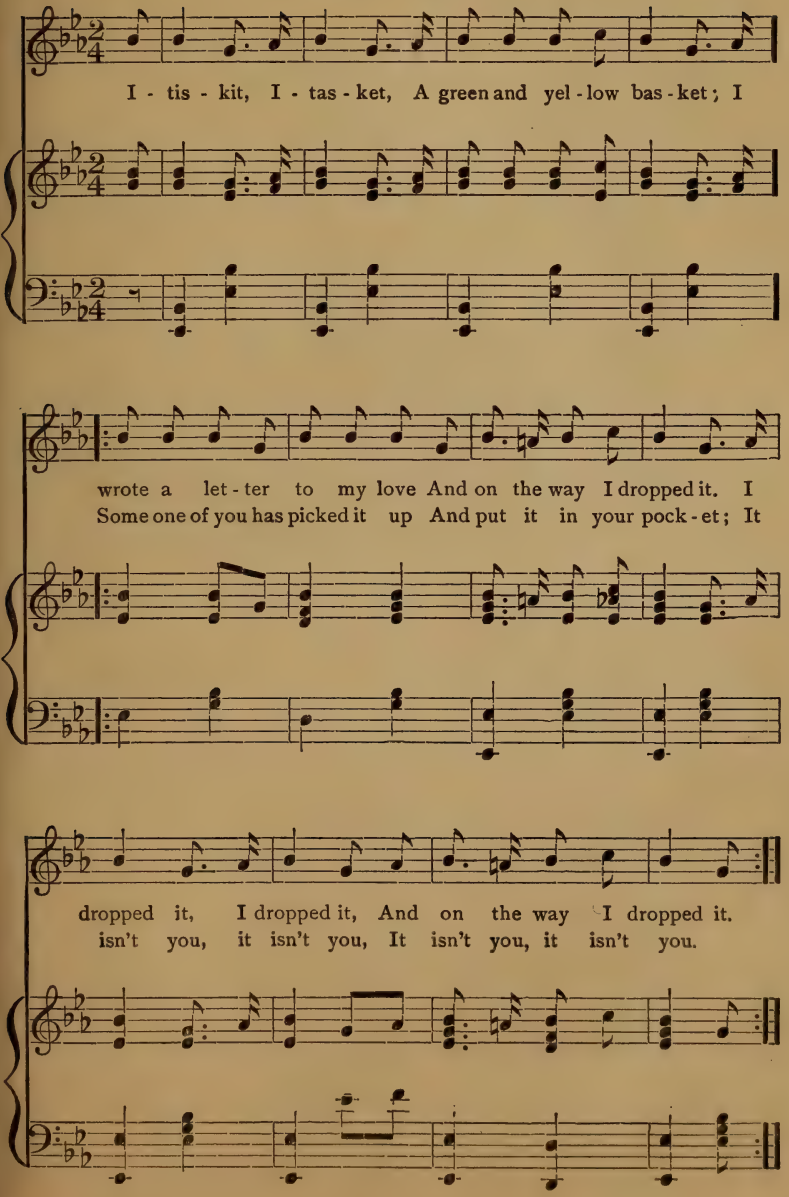
This is a form of Drop the Handkerchief, differing somewhat in play, and also in that a verse is sung with the game.

All of the players but one stand in a circle with clasped hands; the odd player, carrying a handkerchief, runs around on the outside of the circle, singing the following verse: —

Itiskit, Itasket,
A green and yellow basket;
I wrote a letter to my love
And on the way I dropped it.
Some one of you has picked it up
And put it in your pocket;
It isn't you — it isn't you —

This last phrase is repeated until the player reaches one behind whom he wishes to drop the handkerchief, when he says, "It is you!" and immediately starts on a quick run around the circle.

Itiskit, Itasket


I - tis - kit, I - tas - ket, A green and yel - low bas - ket; I
wrote a let - ter to my love And on the way I dropped it. I
Some one of you has picked it up And put it in your pock - et; It
dropped it, I dropped it, And on the way I dropped it.
isn't you, it isn't you, It isn't you, it isn't you.

The one behind whom the handkerchief was dropped picks it up and at once starts around the circle in the opposite direction, the object being to see which of the two shall first reach the vacant place. The one who is left out takes the handkerchief for the next round.

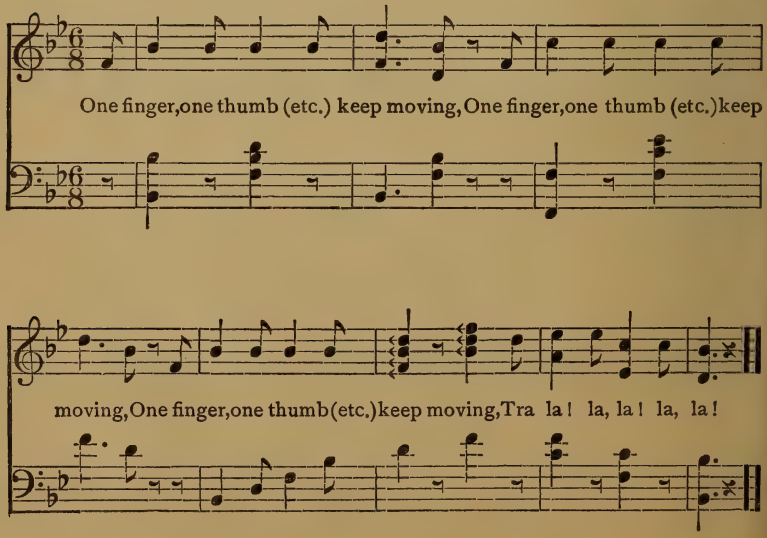
Should a circle player fail to discover that the handkerchief has been dropped behind him until the one who has dropped it has walked or run entirely around the circle, he must yield his place in the circle to the handkerchief man, changing places with him.

KEEP MOVING

5 to 60 players.

Indoors; out of doors; schoolroom.

One player is chosen as leader. He repeats or sings the following formula, at the same time going through the motions indicated. The other players must repeat the formula and the motions with him. They may be either seated or standing. The rhythm should be very rapid: —


One finger,one thumb (etc.) keep moving,One finger,one thumb (etc.)keep
moving,One finger,one thumb(etc.)keep moving,Tra la! la, la! la, la!

One finger one thumb keep moving,
One finger one thumb keep moving,
One finger one thumb keep moving.
Tra-la! la-la! la-la!

(The thumb and index finger of one hand are separated and brought together, as when a bird's beak is being imitated with the fingers.)

Two fingers two thumbs keep moving,
Two fingers two thumbs keep moving,
Two fingers two thumbs keep moving.
Tra-la! la-la! la-la!

(The thumb and index finger of both hands are moved in similar manner.)

Four fingers two thumbs keep moving,
Four ——
Four ——
Tra-la! ——

(The thumb, index, and middle fingers on each hand.)

Six fingers two thumbs keep moving,
Six ——
Six ——
Tra-la! ——

(Add the ring finger.)

Eight fingers two thumbs keep moving,
Eight ——, etc.

(All the fingers.)

Eight fingers two thumbs one hand keep moving,
Eight fingers two thumbs one hand keep moving,
Eight fingers two thumbs one hand keep moving.
Tra-la! la-la! la-la!

(The finger motion is continued, and to it is added an up-and-down shaking of one hand.)

Eight fingers two thumbs two hands keep moving,
Eight ——
Eight ——
Tra-la! ——

(A similar movement of the other hand is added.)

Eight fingers two thumbs two hands one arm keep moving, etc.

(One arm is moved up and down with the shoulder, elbow, and wrist all active, while the movement of the fingers and of the opposite hand continues.)

Eight fingers two thumbs two hands two arms keep moving, etc.

(Add similar movement of the other arm.)

Eight fingers two thumbs two hands two arms one foot keep moving, etc.

(The toes of one foot are lifted (bending the ankle) and tapped on the floor as in beating time.)

Eight fingers two thumbs two hands two arms two feet keep moving, etc.

(Add similar movement of other foot.)

Eight fingers two thumbs two hands two arms two feet one leg keep moving, etc.

(Lift one leg with bent knee and replace the foot on the floor in rhythmic time, while all of the other parts mentioned are kept in motion as previously.)

Eight fingers two thumbs two hands two arms two feet two legs keep moving, etc.

(Add similar movement of the other leg.)

Eight fingers two thumbs two hands two arms two feet two legs one head keep moving, etc.

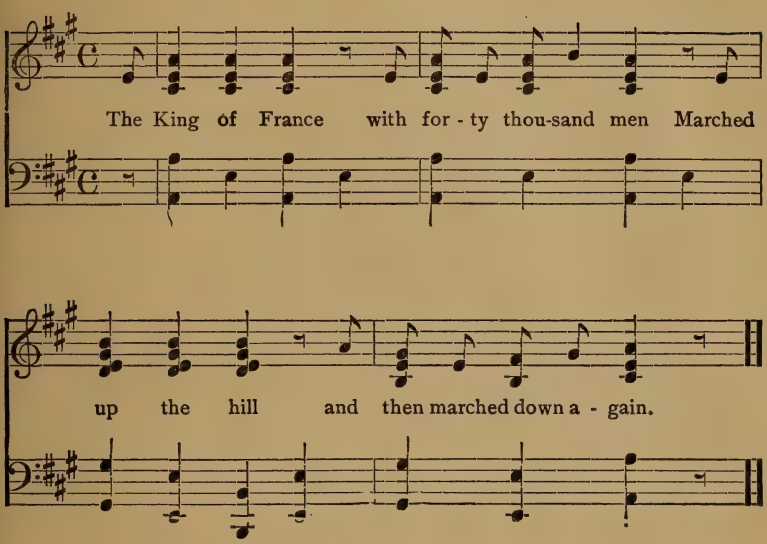
(Add a nodding movement of the head, forward and backward.)

This is a Scotch game and is full of sport, but will depend largely for its success upon the familiarity of the leader with the order of the movements, and, like most Scotch games, upon the rapid and sustained time in which it is kept going. It is especially good for the schoolroom, as it affords some excellent exercise without the players leaving their seats.

KING OF FRANCE (THE)

10 to 60 players.

Playground; gymnasium; schoolroom.



The King of France with forty thousand men
Marched up the hill and then marched down again.

The players stand in two rows or groups facing each other. Each group has a leader who stands in the center and represents a king leading his army.

The game or play is a simple one of imitation; in which the players perform in unison some action first indicated by one of the leaders.

The leaders of the two groups take turns in singing the verse, at the same time marching forward during the first line of the verse, and back again to their places during the second line, illustrating the action that is then to be taken by all. The verse is then sung by both groups while advancing toward each other and retreating, performing the movements indicated by the leaders. The movements illustrated by the leaders may be anything suitable to an

army of men, the words describing the movement being substituted for the line, "Marched up the hill." Thus:—

The King of France with forty thousand men
Waved his flag and then marched down again.

The following variations are suggested, each of which indicates the movements to go with it.

Gave a salute, etc.
Beat his drum.
Blew his horn.
Drew his sword.
Aimed his gun.
Fired his gun.
Shouldered arms.
Pranced on his horse.

It is scarcely necessary to say that a real flag and drum add much to the martial spirit of the game, and if each soldier can have a stick or wand over his shoulder for a gun, the *esprit de corps* will be proportionately enhanced.

KITTY WHITE

10 to 30 or more players.

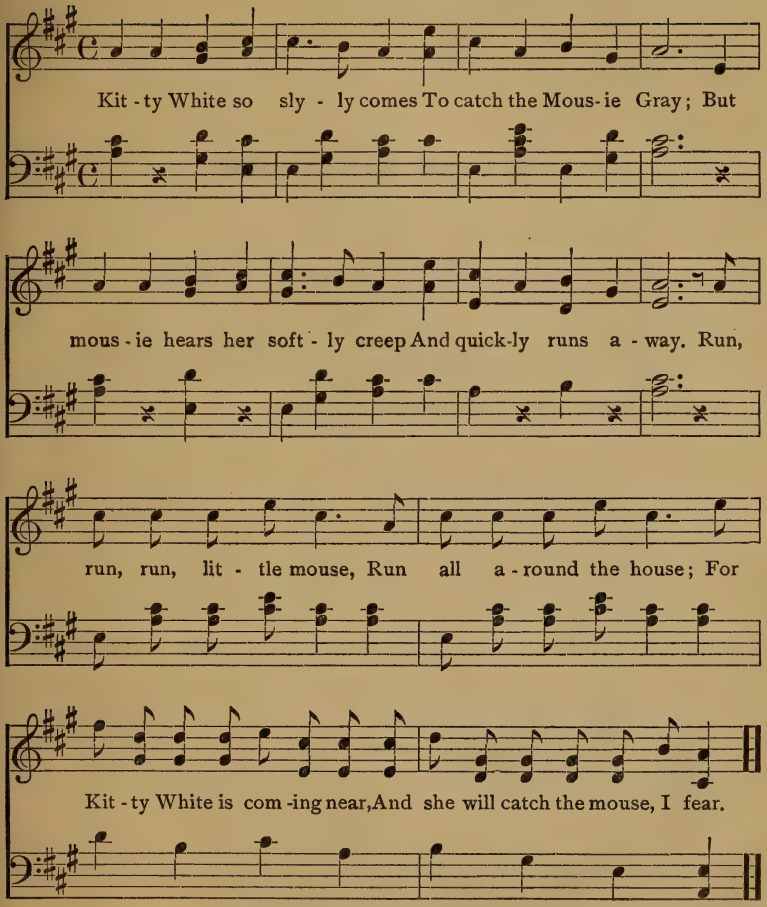
Indoors; out of doors.

This is an admirable game for very little children. Their dramatic tendency should be given full rein in impersonating the soft movements of the kitty and mousie before the chase begins.

Kitty White so slyly comes,
To catch the Mousie Gray;
But mousie hears her softly creep,
And quickly runs away.

Run, run, run, little mouse,
Run all around the house;
For Kitty White is coming near,
And she will catch the mouse, I fear.

Kitty White


Kit - ty White so sly - ly comes To catch the Mous - ie Gray; But
mous - ie hears her soft - ly creep And quick-ly runs a - way. Run,
run, run, lit - tle mouse, Run all a - round the house; For
Kit - ty White is com - ing near, And she will catch the mouse, I fear.

One player is chosen for the mouse and stands in the center, and another for Kitty White, who stands outside of the circle. The other players join hands in a ring and move around, while singing the first four lines. Meanwhile Kitty White is creeping around outside of the circle, peeping in at little Mousie Gray. When the fourth line is reached, "And quickly runs away," the circle stops moving and drops hands while the mouse runs out and in through the circle, chased by Kitty White. For the last four

lines, while the chase is going on, the players in the circle stand in place and clap their hands while singing "Run, run," etc.

When the mousie is caught, both return to the circle, and another mouse and kitty are chosen.

LEAVES ARE GREEN

4 to 60 players.

Indoors; out of doors.

This is a game for small children. The players join hands and form a ring. They dance around in a circle in time to the music, singing to the air of "Mulberry bush":—

The leaves are green, the nuts are brown;
They hang so high they will not come down;
Leave them alone till frosty weather;
Then they will all come down together.

As the last words are sung, the children all stoop suddenly to the ground, to represent the falling nuts. This is more interesting if the time be rapid and if the players jump before stooping, which may lead to their tumbling over as the nuts do when they fall from the trees.

LET THE FEET GO TRAMP

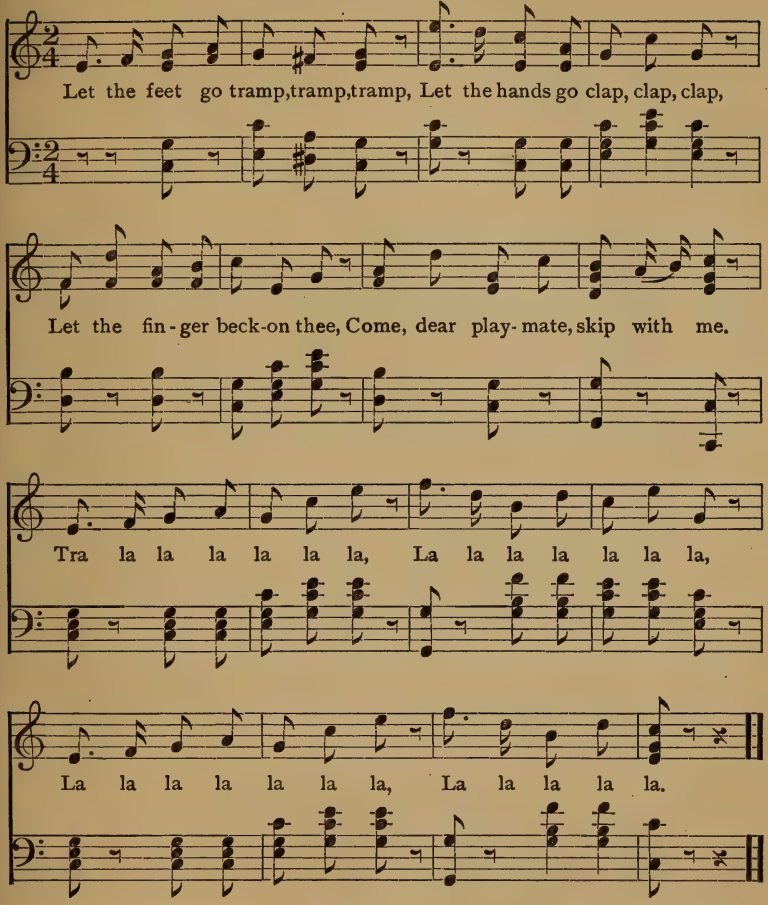
10 to 60 players.

Playground; gymnasium; schoolroom.

Let the feet go tramp! tramp! tramp!
Let the hands go clap! clap! clap!
Let the finger beckon thee.
Come, dear friend, and skip with me.
La, la la la, la la la, etc.

THE DUCK DANCE

Let the Feet Go Tramp

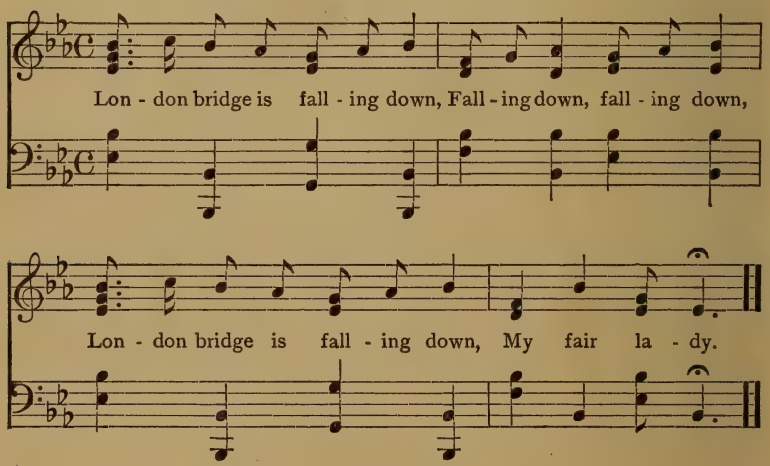

Let the feet go tramp,tramp,tramp, Let the hands go clap, clap, clap,
Let the fin-ger beck-on thee, Come, dear play-mate, skip with me.
Tra la la la la la la, La la la la la la,
La la la la la la la, La la la la la.

The players form a circle with from one to five in the center, according to the number of players. All of the players, both circle and center, sing the verse, suiting the action to the words with stamping of the feet for "Tramp, tramp, tramp!" and clapping of the hands for "Clap, clap, clap!" As the last line, "Come dear friend and skip with me," is sung, each child in the center beckons to one in the circle, who steps in and joins hands with the little partner as they stand facing each other. These partners in the

center then dance around in time to the chorus "La, la," and the circle players may also join hands and dance in a circle.

LONDON BRIDGE

6 to 30 or more players.

Indoors; out of doors.

London Bridge is falling down,
Falling down, falling down.
London Bridge is falling down,
My fair lady!

Build it up with iron bars,
Iron bars, iron bars.
Build it up with iron bars,
My fair lady!

Iron bars will bend and break,
Bend and break, bend and break,
Iron bars will bend and break,
My fair lady!

Build it up with gold and silver, etc.	Gold and silver will be stolen away, etc.
Get a man to watch all night, etc.	Suppose the man should fall asleep? etc.
Put a pipe into his mouth, etc.	Suppose the pipe should fall and break? etc.
Get a dog to bark all night, etc.	Suppose the dog should meet a bone? etc.
Get a cock to crow all night, etc.	Here's a prisoner I have got, etc.
What's the prisoner done to you? etc.	Stole my hat and lost my keys, etc.
A hundred pounds will set him free, etc.	A hundred pounds he has not got, etc.

Off to prison he must go, etc.

Two of the tallest players represent a bridge by facing each other, clasping hands, and holding them high for the others to pass under. The other players, in a long line, holding each other by the hand or dress, pass under the arch while the verses are sung alternately by the players representing the bridge and those passing under, those forming the arch singing the first and alternate verses and the last "Off to prison." As the words, —

"Here's a prisoner I have got"

are sung, the players representing the bridge drop their arms around the one who happens to be passing under at the time. The succeeding verses are then sung to "Off to prison he must go." During this last one the prisoner is led off to one side to a place supposed to be a prison, and is there asked in a whisper or low voice to choose between two valuable objects, represented by the two bridge players who have previously agreed which each shall represent, such as a "diamond necklace" or a "gold piano." The prisoner belongs to the side which he thus chooses. When all have been caught, the prisoners line up behind their respective leaders (who have up to this time been the holders of the bridge), clasp each other around

the waist, and a tug of war takes place, the side winning which succeeds in pulling its opponent across a given line.

Where a large number of players are taking part, say over ten, the action may be made much more rapid and interesting by forming several spans or arches to the bridge instead of only one, and by having the players run instead of walk under. There is thus much more activity for each player, and the prisoners are all caught much sooner.

This is a very ancient game, supposed to have originated in the custom of making a foundation sacrifice at the building of a bridge. The tug of war is thought by Mr. Newell possibly to signify a contest between powers of good and evil for the soul of the victim sacrificed.

LOOBY LOO

5 to 60 or more players.

Indoors; out of doors.

Here we dance, looby, looby, looby.
Here we dance, looby, looby, light.
Here we dance, looby, looby, looby, loo,
Every Saturday night.

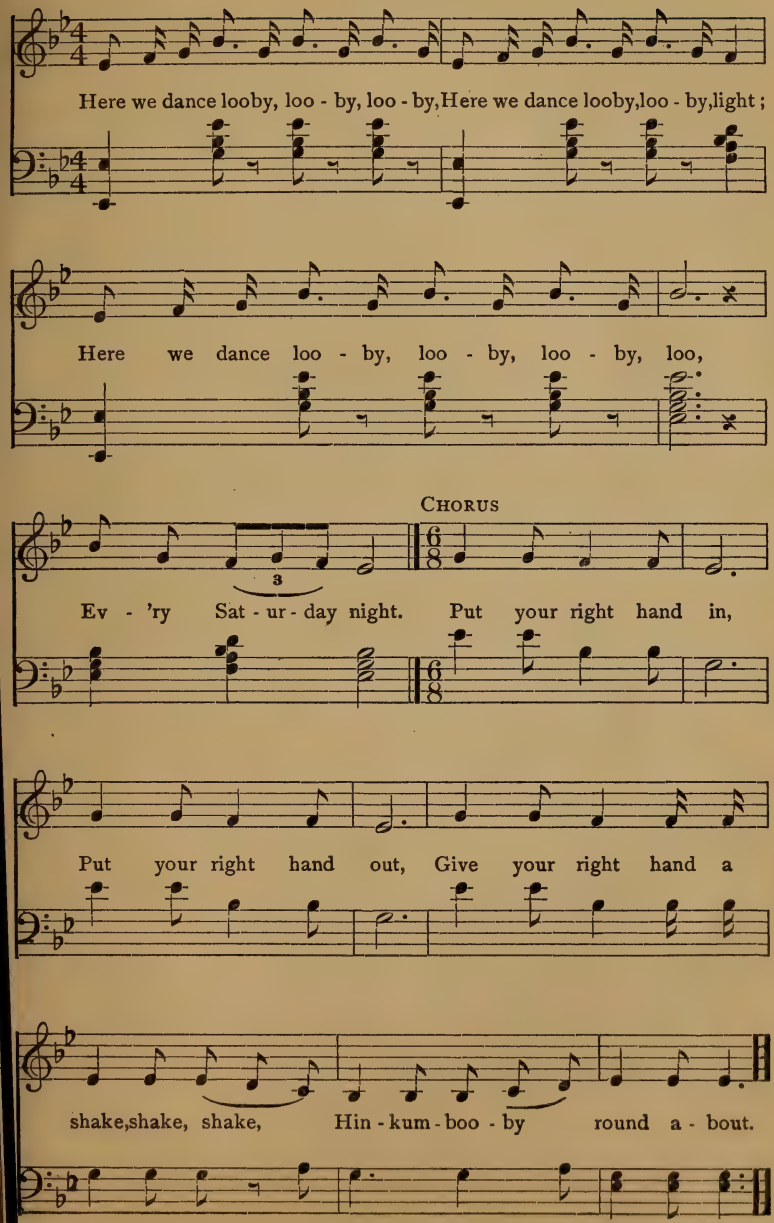
Put your right hand in
Put your right hand out
Give your right hand a shake, shake, shake,
Hinkumbooby round-about.

Here we dance, looby, looby, looby, etc.

Put your left hand in, etc.

Here we dance, looby, looby, looby, etc.

Put your two hands in, etc.
Put your right foot in, etc.
Put your left foot in, etc.
Put your two feet in, etc.
Put your right elbow in, etc.
Put your left elbow in, etc.
Put your two elbows in, etc.
Put your right ear in, etc.
Put your left ear in, etc.
Put your head way in (bend deeply from the waist).

Looby Loo

Here we dance looby, loo - by, loo - by, Here we dance looby, loo - by, light;
Here we dance loo - by, loo - by, loo - by, loo,
Chorus
Ev - 'ry Sat - ur - day night. Put your right hand in,
Put your right hand out, Give your right hand a
shake, shake, shake, Hin - kum - boo - by round a - bout.

The players stand in a ring, clasping hands. For the first two lines of the chorus, —

Here we dance, looby, looby, looby,
Here we dance, looby, looby, light,

the players sway from one foot to the other, throwing the free foot across the other in sort of a balance movement in rhythm to the music. On the last two lines of this verse, —

Here we dance, looby, looby, looby, loo,
Every Saturday night,

the circle gallops halfway around to the left for the first line, and reverses the action, returning to place on the last line.

For the alternate verses which describe action the movements are suited to the words; for instance, when the left hand is called for, the players lean far forward and stretch the left hand into the ring while singing the first line, turn around, and stretch the left hand outward for the second line, shake the hand hard on the third line, and on the last line jump or spin completely around.

This is a very ancient game, supposed to have originated in a choral dance, probably in celebration of the rites of some deity, in which animal postures were assumed or animal rites were an object. Later, it was an old court dance, stately and decorous as the minuet.

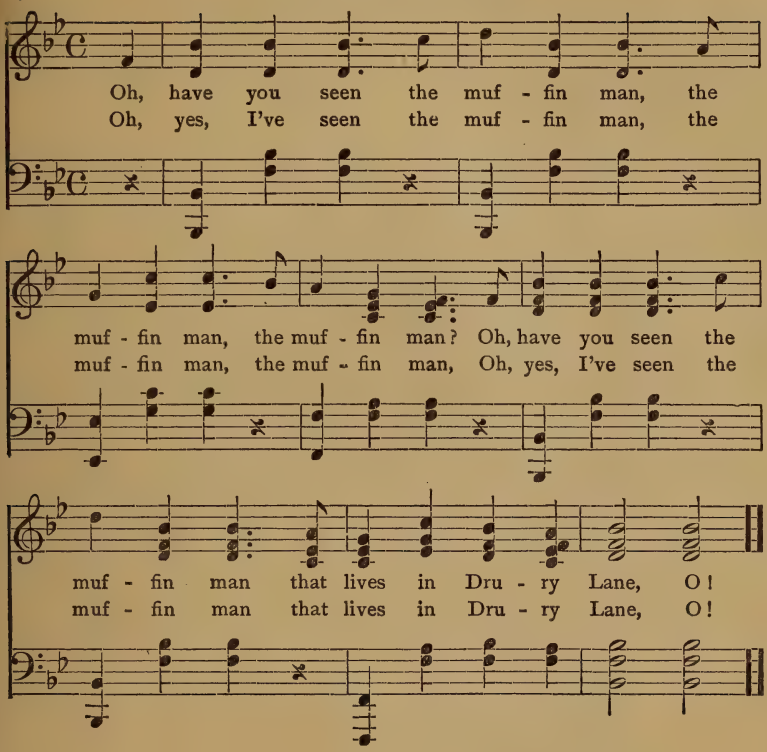
MUFFIN MAN

6 to 30 or more players.

Indoors; out of doors.

The players stand in a circle, with one or more in the center. The circle dances around and sings the first two lines of the following verse. They then stand still while the player or players in the center choose each a partner who enters the circle with him; they clasp hands and dance around, singing the last two lines: —

Oh, have you seen the muffin man, the muffin man, the muffin man?
Oh, have you seen the muffin man that lives in Drury Lane, O!
Oh, yes, I've seen the muffin man, the muffin man, the muffin man,
Oh, yes, I've seen the muffin man that lives in Drury Lane, O!

(The) Muffin Man

Oh, have you seen the muf - fin man, the
Oh, yes, I've seen the muf - fin man, the
muf - fin man, the muf - fin man? Oh, have you seen the
muf - fin man, the muf - fin man, Oh, yes, I've seen the
muf - fin man that lives in Dru - ry Lane, O!
muf - fin man that lives in Dru - ry Lane, O!

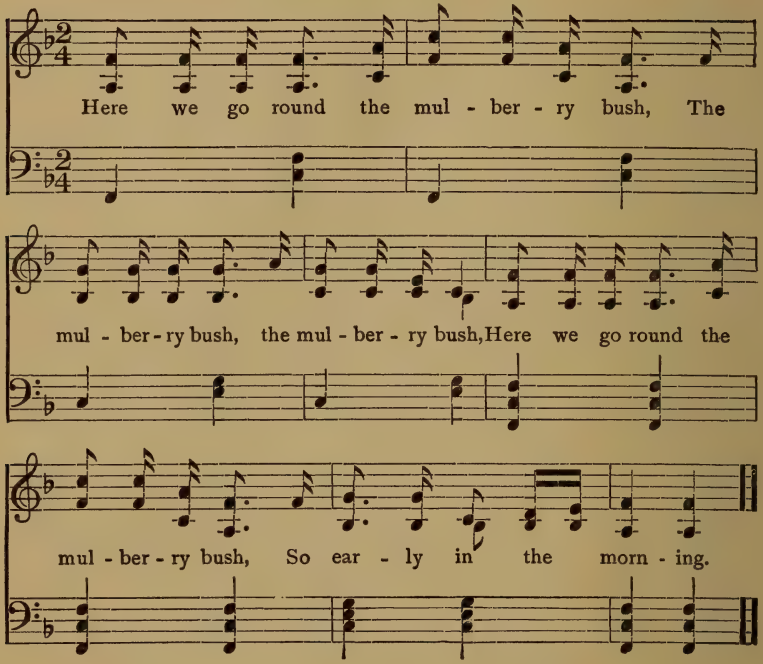
Miss Newton has a very good adaptation of this game for the schoolroom or parlor, in which four or five players stand in corners. Each of these chooses a partner at the end of the second line, and these groups of two dance in a circle.

MULBERRY BUSH

6 to 60 players or more.

Indoors; out of doors.

Here we go round the mulberry bush,
The mulberry bush, the mulberry bush,
Here we go round the mulberry bush,
So early in the morning!

MULBERRY BUSH

Here we go round the mul - ber - ry bush, The
mul - ber - ry bush, the mul - ber - ry bush, Here we go round the
mul - ber - ry bush, So ear - ly in the morn - ing.

This is the way we wash our clothes,
We wash our clothes, we wash our clothes,
This is the way we wash our clothes,
So early Monday morning.

This is the way we iron our clothes,
We iron our clothes, we iron our clothes,
This is the way we iron our clothes,
So early Tuesday morning.

This is the way we scrub the floor,
We scrub the floor, we scrub the floor,
This the way we scrub the floor,
So early Wednesday morning.

This is the way we mend our clothes,
We mend our clothes, we mend our clothes,
This the way we mend our clothes,
So early Thursday morning.

This is the way we sweep the house,
We sweep the house, we sweep the house,
This is the way we sweep the house,
So early Friday morning.

Thus we play when our work is done,
Our work is done, our work is done,
Thus we play when our work is done,
So early Saturday morning.

The players stand in a circle clasping hands, and circle around, singing the first verse. In the second and alternate verses the action indicated by the lines is given in pantomime. In all verses the players spin around rapidly, each in her own place, on the repetition of the refrain, "So early in the morning."

This is one of the oldest traditional games, and probably one of the most widely known. It is considered to have originated as a marriage dance around a sacred tree or bush, our mistletoe custom having come from the same source.

NUTS IN MAY

6 to 60 or more players.

Indoors; out of doors.

(Sung to the air of "Mulberry Bush")

Here we come gathering nuts in May,
Nuts in May, nuts in May.
Here we come gathering nuts in May,
On a cold and frosty morning.

Whom will you have for nuts in May,
Nuts in May, nuts in May?
Whom will you have for nuts in May
On a cold and frosty morning?

We'll have (Mary) for nuts in May,
Nuts in May, nuts in May,
We'll have (Mary) for nuts in May,
On a cold and frosty morning.

Whom will you send to fetch her away,
To fetch her away, to fetch her away?
Whom will you send to fetch her away,
On a cold and frosty morning?

We'll send (Alice) to fetch her away,
To fetch her away, to fetch her away.
We'll send (Alice) to fetch her away,
On a cold and frosty morning.

The players stand in two lines facing each other and holding hands, with a wide space between which will admit of advancing toward each other and retreating. The first line sings the first verse, advancing toward its opponents and retreating. The second line then advances and retreats and sings the second verse. The first line again advances and retreats, singing the third verse, naming some player who stands in the opposing line. The second line, unwilling to yield a player so easily, then advances and retires, singing the fourth verse, in which it suggests that some one be sent to take the one who has been selected for "nuts," and the first line then advances and retires, singing the last verse, in which it names some player from its own side whom it considers a good match for the player whom it has called from the opposite side.

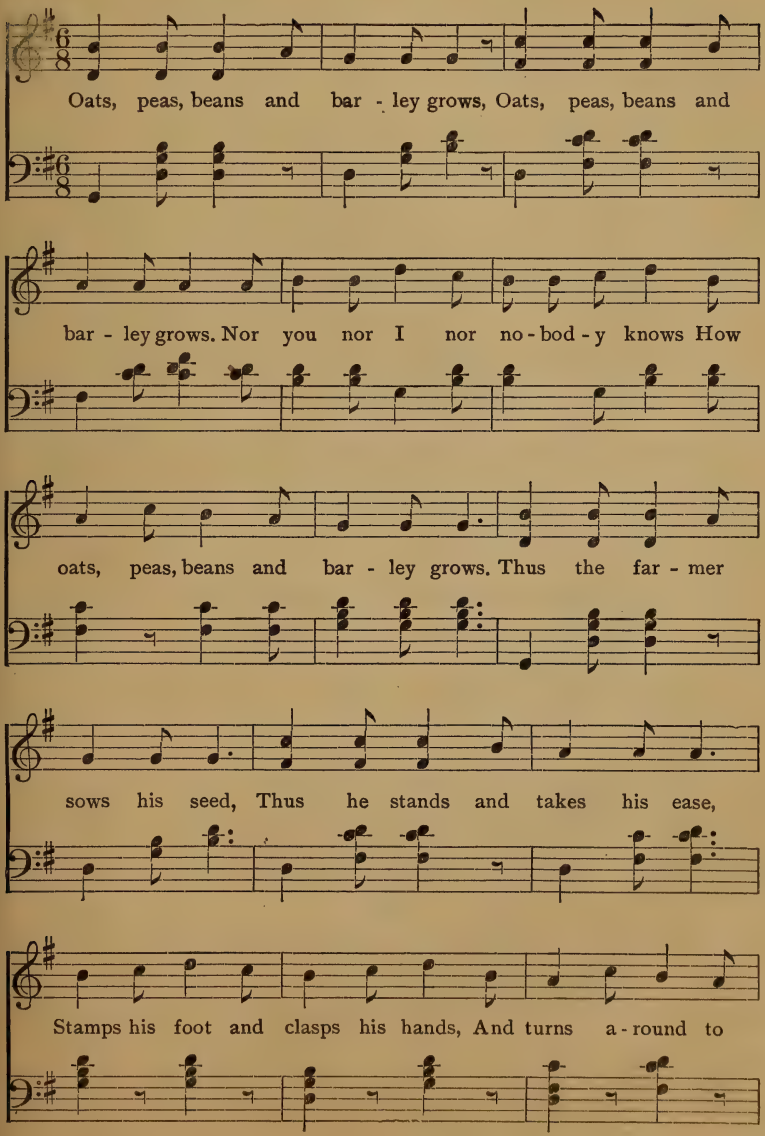
The lines then stand still while these two players advance to the center, draw a mark on the ground, or throw a handerchief down to serve the purpose, take hold of right hands across the line, and have a tug of war. The player who is pulled across the line becomes the captured "nut" and joins the side of her captors. The game is then repeated, with the change that the lines of players sing the verses that were sung by their opponents the previous time, the second line of players starting with the first verse. This should be continued until all of the players have taken part in the tug of war. The line wins which gets the most "nuts."

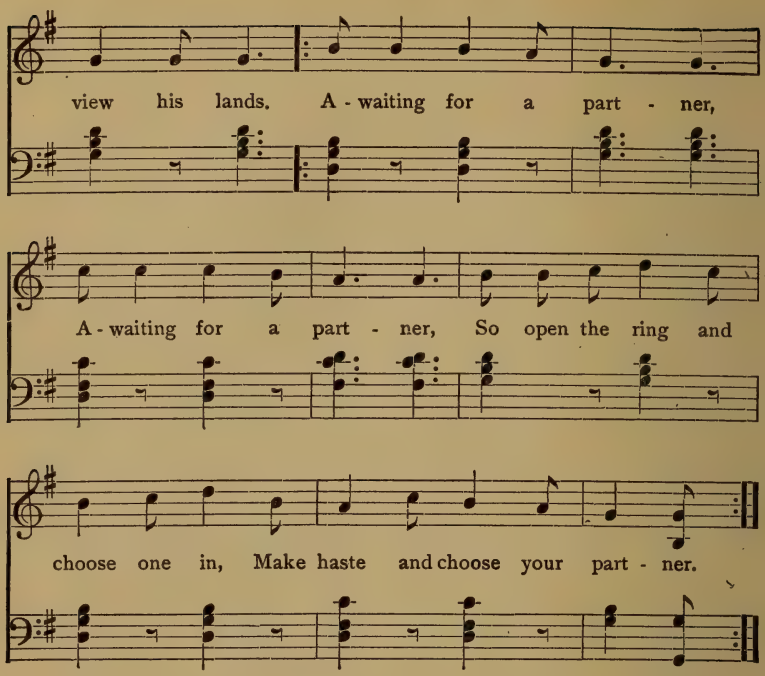
For large numbers of players, instead of a tug of war between two players only, the two lines may advance, each player joining hands with the one opposite, and all taking part in the tug of war. Still another method is to have the two players who are named, join hands, with the players of their respective sides all lined up behind them for a tug of war, as in London Bridge.

OATS, PEAS, BEANS

6 to 60 players.

Indoors; out of doors.


Oats, peas, beans and bar - ley grows, Oats, peas, beans and
bar - ley grows. Nor you nor I nor no - bod - y knows How
oats, peas, beans and bar - ley grows. Thus the far - mer
sows his seed, Thus he stands and takes his ease,
Stamps his foot and clasps his hands, And turns a - round to


view his lands. A - waiting for a part - ner,
A - waiting for a part - ner, So open the ring and
choose one in, Make haste and choose your part - ner.

Oats, peas, beans, and barley grows,
Oats, peas, beans, and barley grows.
Nor you nor I nor nobody knows
How oats, peas, beans, and barley grows.

Thus the farmer sows his seed,
Thus he stands and takes his ease,
Stamps his foot and claps his hands,
And turns around to view his lands.

A-waiting for a partner,
A-waiting for a partner,
So open the ring and choose one in,
Make haste and choose your partner.

Now you're married, you must obey.
You must be true to all you say.
You must be kind, you must be good,
And keep your wife in kindling wood.

The players form a ring, clasping hands, and circle about one of their number who has been chosen to stand in the center. They all sing the first four lines, when they drop hands, and each player goes through the motions indicated by the words: sowing the seed with a broad sweep of the arm as though scattering seed from the hand; standing erect and folding the arms; stamping the foot; clapping the hands; and at the end of the verse turning entirely around. They then clasp hands again and circle entirely around, singing: —

Waiting for a partner,
Waiting for a partner,

standing still for the last two lines: —

So open the ring
And choose one in.

On these words the one in the center chooses one from the circle as a partner. The player who was first in the center then returns to the circle, and the one chosen as partner remains in the center while the game is repeated.

If large numbers are playing, four players may stand in the center instead of one, and in that case, of course, four partners will be chosen. This form of playing the game has traditional sanction, and at the same time adapts itself nicely to the large numbers that often have to be provided for under modern conditions of playing.

This is one of the games that Mr. Newell calls "world-old and world-wide." It is found in France, Italy, Spain, Germany, etc., was played by Froissart in the fourteenth century, and by Rabelais in the fifteenth. The game is supposed to have had its source in a formula sung at the sowing of grain to propitiate the earth gods and to promote and quicken the growth of crops. Mrs. Gomme notes that the turning around and bowing to the fields and lands, coupled with pantomimic actions of harvest activities, are very general in the history

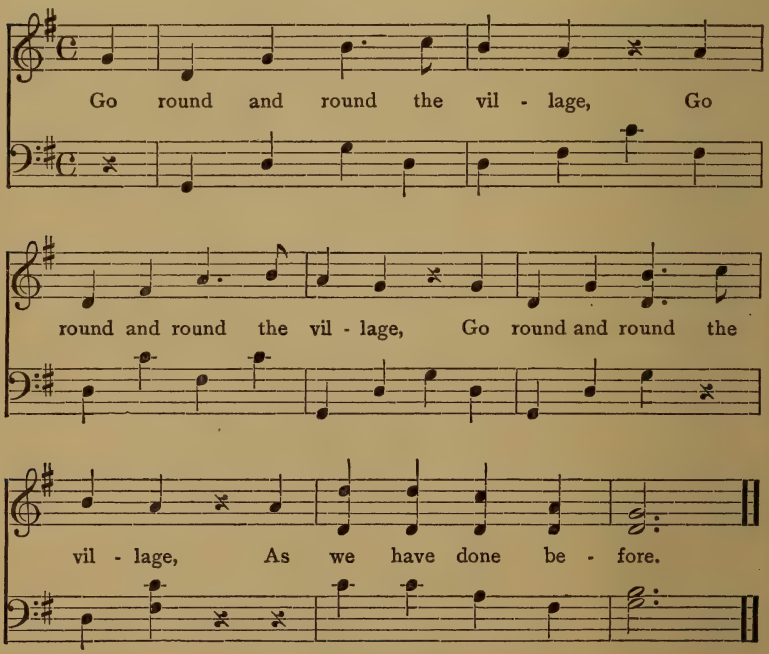
of sympathetic magic among primitive peoples, from which doubtless came the custom of spring and harvest festivals.

Mrs. Gomme also points out that the choosing of the partner indicates the custom of courtship and marriage at these sowing and harvest gatherings.

ROUND AND ROUND THE VILLAGE

6 to 30 or more players.

Indoors; out of doors.



Go round and round the village,
Go round and round the village,
Go round and round the village,
Go as we have done before.

Go in and out the windows,
Go in and out the windows,
Go in and out the windows,
Go as we have done before.

Now stand and face your partner,
Now stand and face your partner,
Now stand and face your partner,
And bow before you go.

Now follow me to London,
Now follow me to London,
Now follow me to London,
As we have done before.

The players form a circle, clasping hands, with one player outside. In this game the circle stands still and represents the houses of a village. The player outside sings the first verse dancing around the circle. On the second verse, "In and out the windows," etc., the players forming the ring raise their clasped hands to represent windows, and the outside player passes in under one arch, out under the next, and so on, winding in and out until the circle has been completed. She tries to get around by the time the verse is finished, and then goes on singing the third verse while she pauses in the circle and chooses a partner. These two then run around the outside of the circle while singing the last verse, "Follow me to London," etc., returning at the close to the center of the circle, where they bow and part, the first player taking her place in the ring. The game is then repeated, with the second player running around the outside of the village.

Where large numbers are playing, several players may be chosen instead of one, to run around the village and in and out of the windows. In that case several partners will be chosen, and at the close the first players will return to the circle, and the partners whom they have chosen will go on with the game by running around the village and singing the first verse again.

FOR THE SCHOOLROOM. — In the schoolroom two players may be chosen to run "Round and round the village," starting from different parts of the room. The remainder of the class sits and sings while these players run up and down through the aisles, each touching two or three pupils, who rise and run after them. When the windows are mentioned, the seated players who still have neighbors sitting across the aisles, stand, and clasp hands

with the neighbors to form an arch under which the runners make their way.

Variations. — A pretty variation in this game, adapting it to the modern city environment, with which many city children are more familiar than they are with village life, is to substitute for the words "Round and round the village" and "In and out the windows" the words, "Round and round the city" (presumably on elevated or subway trains) and "In and out the stations" or "In and out the subway." While this tampering with a traditional form of the game is questionable, there is no doubt that children much enjoy playing about things related to their own experiences. A gradual and probably uncon cious adaptation to environment is one of the manifestations of the folk-lore spirit.

This is one of the very old traditional games, based on village customs. Mrs. Gomme traces it to the periodical village festivals at which marriages took place. In some of these it was customary for the young people to go through the houses in procession.

SNAIL

10 to 60 players.

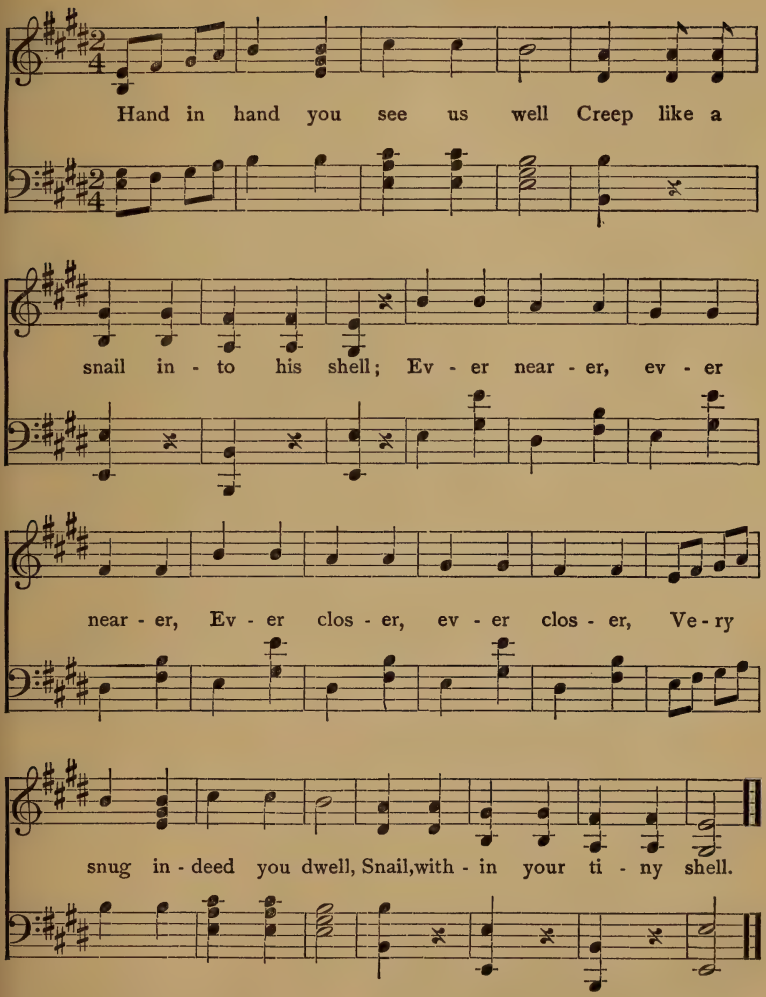
Indoors; out of doors.

This is a favorite game with very little children. For large numbers each verse may be repeated as needed to complete the winding or unwinding of the line.

Hand in hand you see us well
Creep like a snail into his shell,
  Ever nearer, ever nearer,
  Ever closer, ever closer,
Very snug indeed you dwell,
Snail, within your tiny shell.

Hand in hand you see us well
Creep like a snail out of his shell.
  Ever farther, ever farther,
  Ever wider, ever wider.
Who'd have thought this tiny shell
Could have held us all so well.

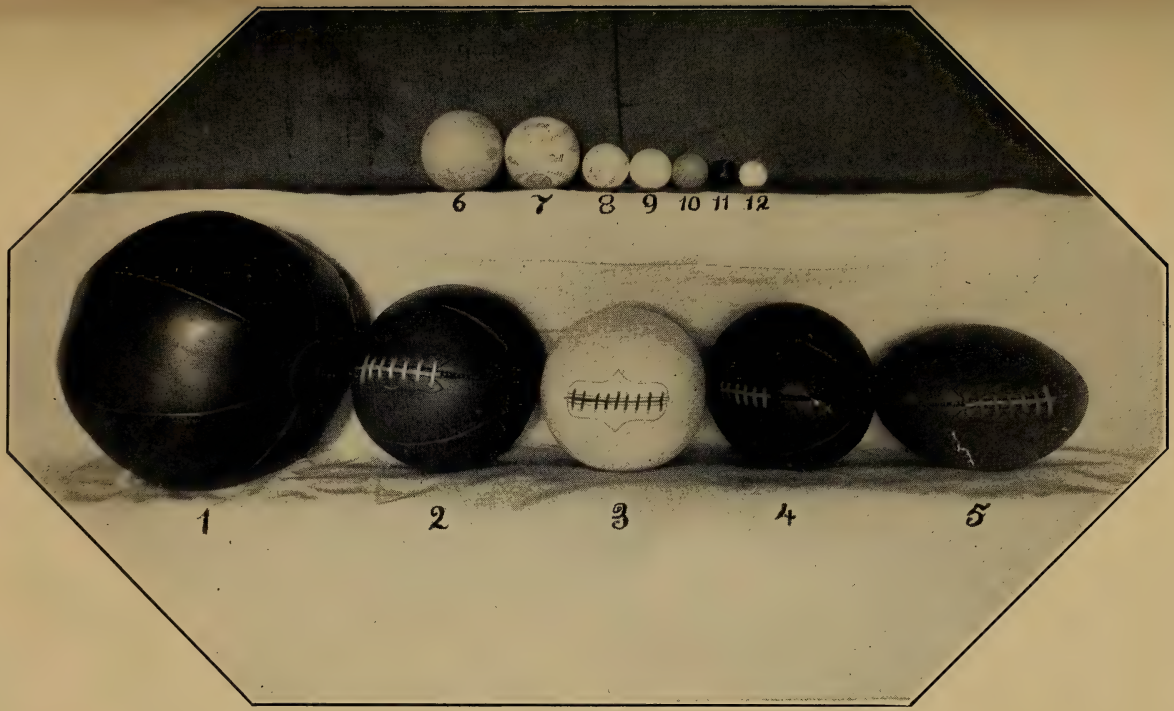
SNAIL


Hand in hand you see us well Creep like a
snail in - to his shell; Ev - er near - er, ev - er
near - er, Ev - er clos - er, ev - er clos - er, Ve - ry
snug in - deed you dwell, Snail, with - in your ti - ny shell.

The players all stand in line holding hands; while singing the first verse they wind up in a spiral, following the leader, who walks in a circle growing ever smaller until all are wound up, still holding hands. The leader then turns and unwinds, until all are again in one long line.

This "winding up" is a very old traditional feature in games, and is supposed to have originated in tree worship.

BALLS AND BEAN BAGS



BALLS

1. Medicine ball
2. Basket ball
3. Volley ball
4. Association and Soccer football (round)
5. Intercollegiate and Rugby football (prolate spheroid)
6. Gas ball
7. Playground ball
8. Baseball (outdoor)
9. Tennis ball
10. Handball
11. Handball (official American, leather covered)
12. Golf ball

BALLS AND BEAN BAGS

SPECIFICATIONS FOR BALLS, BEAN BAGS, MARKING GROUNDS, ETC.

BALLOONS. — Gas balloons have been found very useful for quite a large class of games, and are specially suitable for use in the schoolroom or parlor, though they may also be used out of doors. The balloons are the regular toy balloons used by children, and are preferably ten or twelve inches in diameter when inflated, though smaller ones may be used. In games where two balloons are used it is desirable that they be of different colors, to distinguish which belongs to each team. When the gas in a balloon is exhausted, if it be not convenient to refill the rubber bag with gas, it may be filled with the breath, and will be found still to float sufficiently in the air for purposes of the game, though of course the gas-filled balloons with their tendency to rise are superior.

BASEBALL (See also *Indoor Baseball*). — Baseballs are hard and preferably leather covered. The required ball for the National Association of Baseball Leagues is not less than 5 nor more than 5¼ ounces in weight, and measures not less than 9 nor more than 9¼ inches in circumference. A slightly smaller ball is used in junior play; that is, for boys under sixteen. The best construction of baseballs is that in which there is a rubber center wound with woolen yarn, the outside covering being of white horsehide. Good balls cost from fifty cents to $1.50 each, but baseballs may be had at five cents each.

BASKET BALL. — Basket balls are comparatively large, round, "laced" balls; that is, they consist of a rubber bladder inserted in a leather case; the bladder is inflated by means of a hand or foot pump; after it is placed inside of the leather cover the opening in the cover is laced together. The official ball prescribed by the Amateur Athletic Union and the Young Men's Christian Association Athletic League of North America calls for one that measures, when inflated, not less than 30 nor more than 32 inches in circumference; the limit of variableness to be not more than ¼ inch in three diameters; the weight to be not less than 18 nor more than 20 ounces; the ball when ready for use to be tightly inflated and so laced that it cannot be held by the lacing. The best basket balls cost about $6 each.

BEAN BAGS (See also *Oat Sacks*). — Bean bags are especially useful for tossing games with little children and for use in the schoolroom, where a ball is not easily recovered if dropped; but many bean-bag games are of great interest even to adult players and are suitable for almost any conditions, — playground, parlor, or gymnasium. Bean bags should be made of heavy, closely woven material, such as ticking, awning, duck, or denim, and should be from 6 to 12 inches square when finished. They are stitched around the outer edge (ex-

cept for a small length through which the beans are inserted). The bag should then be turned and stitched a second time. Hand sewing is preferable, as often better able to withstand the strain put upon it. The bag is filled with dried beans or peas. A bag 6 inches square should contain ½ pound of these. A larger bag may contain a few more, but the half-pound weight is good for any sized bag. For little children a 6 or 8 inch bag is very good. It is desirable to have an equipment of bags made of two different colors, half of the bags, for instance, being red and the other half blue; or some of striped material and others of plain. This aids in distinguishing the bags that belong to opposing teams or groups of players. It is easy to improvise a substitute for bean bags under almost any conditions. The writer has known some very good substitutes to be made by placing dried leaves in a square of cloth, gathering up the corners and tying them with a string. Bean bags 7 inches square may be purchased for about $2 per dozen.

For adults, especially for men, the oat sacks make a very interesting implement for play, the weight making them a good substitute for medicine balls. (See *Oat Sacks*.)

CRICKET BALL. — This is the same as a hockey ball, but red instead of white. The official specifications (Marylebone Club) are identical with those of the American baseball, except for ½ ounce heavier weight. They call for a ball weighing not less than 5½ ounces, nor more than 5¾, with circumference not less than 9 inches nor more than 9¼. The construction and appearance differ from baseballs, the cricket balls being of heavy rubber, usually, but not invariably, covered with leather, which is sometimes enameled. The leather is put on in even hemispheres instead of in shaped pieces, as for a baseball. Cost, $1.50 to $2 each.

FOOTBALL. — Official footballs are "laced" balls; that is, they consist of a rubber bladder, which is inflated and inserted in a leather casing which is then laced firmly to close the opening. Two shapes of balls — round, and so-called "oval" — are official for different organizations. The round ball is prescribed for the "Association" games (American Football Association) and for Soccer, the circumference of the ball to be not less than 27 inches, nor more than 28. The prolate spheroid ("oval") ball is prescribed by the Intercollegiate and Rugby Associations of America, diameters about 9¼×6¼ in. The cost of best quality balls of both shapes is $5, and from that down to $1. Cheaper balls may be had (to substitute for any laced leather balls) made of sealed rubber, or to be inflated like a water polo ball, some incased in duck, others without casing.

GAS BALL. — A gas ball is a sealed rubber ball filled with gas and very light in weight, generally used by little children. These are extremely useful for the schoolroom, where it is desirable to avoid damage from the hitting of objects by a hard ball, and where it facilitates play to keep the ball in the air, as it is difficult to locate balls that roll on the floor. Gas balls measure from 4 to 6 inches in diameter, and cost from ten to forty cents each.

GOLF BALL. — Golf balls are made of gutta percha, painted white. The interior construction varies. The surface is made uneven with lines, dots,

or dimples, to give greater buoyancy to the strokes. Size, about $1\frac{5}{8}$ inches in diameter. Cost, from $2 to $9 per dozen.

HANDBALL.—The term "handball" is generally used to designate any ball that can be caught easily in one hand, as distinguished from larger balls, such as basket, foot, and volley balls. Technically, the term "handball" applies to the balls used in the game of Handball.

In selecting a ball for general games, including Handball Drills as herein given, it is desirable to have one slightly larger than for the official game and to get one with considerable resiliency; that is, a ball that will rebound from a hard floor to a height of about 3 feet when dropped from a height of about 6 feet. A good ball for this purpose will measure about $2\frac{1}{4}$ inches in diameter and weigh $2\frac{1}{2}$ ounces. They are of hollow rubber, sealed. Such balls will cost about $5 per dozen. For children's play of course cheaper balls can be had.

Official Handballs used for the game of Handball differ somewhat in America and Ireland, where this is the national game. The American balls are made both of rubber and leather. The specifications for the balls of the Amateur Athletic Union of America call for a ball measuring $1\frac{7}{8}$ inches in diameter, with a weight of $1\frac{5}{8}$ ounces.

The Irish official handball is smaller and heavier than that of America and is generally made of rubber. The official ball called for by the Gaelic Athletic Association of Ireland is hard, covered with sheepskin or any other leather, and is not less than $1\frac{1}{2}$ ounces nor more than $1\frac{3}{4}$ ounces in weight. Handballs suitable for the game of that name may be had of leather and rubber, ranging in price from twenty-five cents to $1 each.

HOCKEY BALL.—*Field Hockey* is played with the same kind of ball as Cricket, but white instead of red. This is usually but not invariably covered with white leather, the latter sometimes enameled, put on in even hemispheres instead of in shaped pieces like the covering of a baseball. The dimensions are the same as for a baseball but the weight usually about $\frac{1}{2}$ ounce greater. Field Hockey balls measure 9 inches in circumference and weigh $5\frac{1}{2}$ ounces. The official rules of the American Field Hockey Association specify merely "an ordinary cricket ball painted white." Hockey balls cost from $1 to $2.75 each; practice balls of solid rubber, fifty cents.

Ice Hockey is played with a "puck," solidly cylindrical in shape and smaller than the ring for Ring Hockey. The official specifications for the American Amateur Hockey League require a puck of vulcanized rubber one inch thick throughout, 3 inches in diameter, weight not less than $7\frac{6}{16}$ ounces nor more than $7\frac{9}{16}$ ounces. These cost fifty cents; practice pucks, twenty-five cents.

Ring Hockey or *Indoor Hockey* is played indoors with a ring of flexible rubber, 5 inches in diameter, with a 3-inch hole through the center. The official rules specify a weight of not less than 12 ounces nor more than 16 ounces. Rings cost from $1 to $1.25 each.

INDOOR BASEBALL.—Indoor baseballs are specially constructed for indoor play, being much larger and more elastic than those for outdoor play. This ball is generally composed of a core of packed leather strips, around which

is placed curled horsehair tied on with string. The cover is of leather, preferably horsehide, somewhat softer in quality than that used on the outdoor baseball. The dimensions of the ball vary from 15 to 17 inches in circumference, or about 5 inches in diameter. The weight is from 8 to 8¾ ounces. The official ball specified by the National Indoor Baseball Association of the United States is not less than 16¾ nor more than 17¼ inches in circumference; made of yielding substance; not less than 8 nor more than 8¾ ounces in weight; and is required to be covered with white skin. The color of the ball naturally assists in indoor play where lights vary. Most of these balls have red stitching on the seams, which makes them even plainer to be seen. Good balls cost from eighty cents to $1.25 each.

LA CROSSE BALL. — The official ball for the game of La Crosse is made of sponge rubber, sometimes leather covered (white). It is very slightly smaller in size than a baseball, and about the same weight. The Intercollegiate La Crosse Association of the United States specifies a ball weighing about 5⅜ ounces, with circumference of 8 inches. The National Amateur La Crosse Union of Canada specifies a weight of from 4½ to 5 ounces, and circumference of not less than 7⅜ nor more than 8 inches. The best balls cost sixty-five cents each.

MEDICINE BALL. — Medicine balls are leather covered and of greater weight than any others used in the gymnasium. These balls were devised to give exercise of a vigorous character, particularly for the abdominal and other trunk muscles, and afford some of the most hygienic exercise to be had in the gymnasium. Medicine balls vary considerably in size and weight. The usual balls measure from 10 to16 inches in diameter, and weigh from 4 to 12 pounds. They cost from $4.50 to $15, those with laced leather covers being more expensive than those with sewn covers.

OAT SACKS. — Oat sacks as here described were devised by Dr. R. A. Clark and Mr. A. M. Chesley, to be used in place of medicine balls for adult players. In addition they may be used for many bean-bag games. Oat sacks are made of heavy (10 oz.) duck. They are circular in shape, 14 inches in diameter when finished. Two circles of this size are stitched around the edge, except for an opening where the oats are inserted. The bag is then turned and stitched a second time. They are then filled with four pounds of oats each.

PLAYGROUND BALL. — For the game of Playground Ball there is used a ball that in size is between a baseball and indoor baseball. Usually balls of from 12 to 14 inches in circumference (of this type of construction) are called playground balls, and those from 15 to 17 inches, indoor baseballs. Because of their size, these balls cannot be batted as far as the usual baseball, and this and their softer texture make them especially useful for limited areas. This same type of soft ball may be had in the smaller size of the regulation baseball. The construction is the same as for indoor baseballs — a wound ball covered with soft white leather, the whole being firm, but more elastic and yielding than a baseball.

The National Amateur Playground Ball Association of the United States specifies a ball not less than 12 inches nor more than 14 inches in circum-

ference, not less than 8 ounces nor more than 8¾ ounces in weight, made of yielding substance covered with a white skin.

Good playground balls of any of the sizes here mentioned cost $1 each.

POLO BALLS. — *Polo* or *Roller Polo* (on roller skates) is played with a very hard rubber-covered ball, painted bright red and about the size of a baseball — 9 inches in circumference. Cost, from ten cents to $1 each.

Equestrian Polo is played with a wooden ball, usually of willow, having no other covering than white paint. The Polo Association of America specifies such a ball 3⅛ inches in diameter and not to exceed 5 ounces in weight. The English rules (Hurlingham) call for a slightly larger and heavier ball, 3¼ inches in diameter and 5½ ounces in weight — material not specified. Willow balls cost $2 per dozen; others, $1.25 per dozen.

Water Polo is played with a ball of white rubber, inflated through a key afterward used to screw shut the opening. The official American rules for Water Polo call for a white rubber ball of not less than 7 nor more than 8 inches in diameter. Cost, $2 each.

PUSHBALL. — The game of Pushball is played with the largest ball ever constructed for any game. The ball measures 6 feet in diameter, and consists of an inflated rubber bladder inserted in a leather cover. Cost, $200 each.

RUGBY BALL. — See *Football.*

SOCCER BALL. — See *Football.*

SQUASH BALL. — For the game of Squash, a hollow rubber ball is used similar to a tennis ball, and about the same size. It measures 8 inches in circumference, and is covered with felt, black, red, or white; some have an overspun cover knitted on the ball in green or white. Cost, $6 per dozen. Enameled rubber squash balls in black or gray may be had at twenty cents each.

TENNIS BALL. — Tennis balls are of rubber, hollow, and are covered with white felt. The official specifications call for a ball measuring not less than 2½ nor more than 2 9/16 inches in diameter, of weight not less than 1 15/16 nor more than 2 ounces. Tennis balls cost about $4 per dozen.

VOLLEY BALL. — Volley balls are quite similar to basket balls, but slightly smaller and lighter. They are suitable for games in which the ball is batted with the open hand or fist and where it is to be kept continuously in the air, such as the game of Volley Ball. The ball consists of a rubber bladder inclosed in a laced leather cover of white. The official specifications call for a ball not less than 25 nor more than 27 inches in circumference, of weight not less than 9 ounces nor more than 12 ounces. Volley balls cost from $2.50 to $4 each.

MARKING GROUNDS

Where boundary lines are important in a game and need to be seen from a distance, as in many ball games, they should be plainly marked. On a gym-

nasium floor black paint for permanent diagrams is the best. For out of doors white linen tape may be had, with wooden staples and pins for fastening to the ground, costing from $3.50 to $6 per set for a court the size of a tennis diagram. A liquid mark may be made of whitewash, and a dry mark by mixing two parts of sand with one of whiting. Marble dust or slaked lime also make good dry marks. Roller markers for placing either wet or dry marks in lines of even width may be had at from $1 to $5 each.

BEAN BAG AND OAT SACK GAMES

BAG PILE

10 to 100 players.

Gymnasium; playground; schoolroom.

Bean bags; oat sacks.

The players are divided into two or more equal parties which line up in ranks. Near the front end of each rank is a pile of from ten to fifteen bean bags or oat sacks, which are to be passed down the line. At a signal the first player in each rank takes a bag and passes it down the line, sending the others in succession as rapidly as possible. The last player in the line when he receives the bean bag lays it on the floor in front of him; and as each bean bag reaches him, he piles it on the first one, making a stack. Only the first bag must touch the floor. The stack must be able to stand without assistance, and the player who stacks the bags must have no help in his task. Should the bags fall over at any time, the player who stacked them must pick them up and pile them over again. The line scores one which first succeeds in getting all of its bags stacked. The last player, the one who stacked the bags, then carries them up to the front of the line and becomes the first passer for the next round of the game.

The line wins which first scores five or ten, as may be decided beforehand. The play should be very rapid.

BEAN BAG AND BASKET RELAY

10 to 60 players.

Schoolroom.

Each player is provided with a bean bag. A waste-paper basket or a box is placed on the floor near the blackboard in front of each

aisle. In line horizontally with the forward edge of each front desk, a chalk line is drawn on the floor at the end of each aisle, which serves as a throwing line, from which players throw their bean bags into the baskets.

The game is a competition of skill rather than of speed. At a signal from the teacher, the first pupil in each row stands, places his toe even with the throwing line, and tosses his bean bag toward the basket. If the bag goes into the basket, it scores five. Should it lodge on the edge of the basket, it scores three. Should it fall outside, there is no score.

As soon as these first players have thrown they return to their seats and the second row across the room steps forward and throws. This is continued until each player has thrown, and the line wins which has the highest score. There should be one score keeper for the entire game, who should draw a diagram on the board in which to write the score.

BEAN BAG BOARD

(Faba Gaba)

2 to 30 or more players.

Playground; gymnasium; schoolroom.

This game consists in throwing bean bags through holes in an inclined board. The board should be preferably eighteen inches wide by three feet long. Near the lower end of it should be cut a square hole about the size of the bean bags. Higher up in the board a second hole about three inches larger should be cut. The board should be slanted by resting it against a wall or fence, or bracing one end of it in some other way, so that it is at an angle of about forty-five degrees.

The players stand at a throwing line from ten to fifteen feet from the board. Each player has five bags — or five may be used for the entire group of players, the bags being recovered for each thrower in turn. A bag thrown into the larger hole counts five; into the smaller hole ten. The player wins who first scores one hundred.

Where there are a large number of players, it is desirable to have more than one board, so that the players may be divided into several groups and make the game more rapid.

BEAN BAG BOX

2 to 20 or more players.

Playground; gymnasium; schoolroom.

A small box measuring not less than six inches square should be fastened inside of one about twice the size and that in a third, leaving at least six inches margin between the boxes. This is set up on a slight incline with a stone or other object under its further end, or tipped up against the wall. From ten to twenty feet away from this a throwing line is drawn. Each player is provided with five bean bags and takes his place in turn on the throwing line, throwing all five bags at each turn. A bag thrown into the smallest box scores five points, one into the middle box ten points, and into the outside box fifteen points. The player who first scores one hundred wins.

This is a very popular game, and the paraphernalia for it may be easily improvised.

BEAN BAG CIRCLE TOSS

10 to 30 or more players.

Gymnasium; playground; schoolroom.

Bean bags; balls.

There should be a bean bag for each of the players except one. All of the players form a circle, separated from each other by a small space. At a signal from a leader, each player turns toward his right-hand neighbor and tosses his bean bag to him, turning at once to receive the bag which is coming to him from the left. The game should move rapidly, but of course this is a matter of skill and may have to be acquired. With very little children it may be advisable to first play the game with a fewer number of bean bags, till they grow accustomed to tossing and turning quickly to catch. Balls may be used instead of bean bags if desired.

When the tossing has gone once or twice around the circle to the right, the direction should be changed to the left. It is well to have one of the bean bags of a different color from the others, so as to know when the circle has been completed. Any player failing to catch a bag must pick it up and toss it regularly to his neighbor.

BEAN BAG RING THROW

10 to 60 or more players.

Playground; seashore; gymnasium; schoolroom.

Bean bags; blocks of wood; stones; shells.

This game may be played with bean bags, or when out of doors, especially at the seashore, with small blocks of wood, stones or shells. The players should be divided into groups of equal numbers, which compete against each other. A small ring should be drawn on the ground or floor measuring from twelve to eighteen inches in diameter, one ring opposite each group of players, who should be lined up in single file. The leader of each row should toe a starting line drawn across the ground at from ten to fifteen feet from the row of circles. Each row should be provided with six bean bags or other objects for throwing, as indicated above.

At a signal, the leader of each row throws each of his bags in succession toward the circle, and scores one point for each bag that lands within the circle. Any bag that touches the line does not count. The player then takes up his bags and runs back to the rear of the line, giving the bags as he passes to the front player of his row, who should have moved up to the starting line. These second players, in turn, all begin throwing on a signal. The line wins which has the highest score when all have thrown.

It is advisable to have some one to act as scorer for all of the lines; though it is practicable for the first player in each line to act as scorer for his line.

IN THE SCHOOLROOM. — When this game is played in the schoolroom a circle should be drawn on the floor near the front blackboard opposite each aisle; across the end of each aisle, and even with the front row of desks, should be drawn a throwing line. The game should start with the six bean bags on each front desk. At a signal the front pupil in each row steps forward to the throwing line and throws the six bags in succession for his circle. Each bag that lands fully within the circle scores one point for him. No score is made for a bag that touches a line. He then steps to the blackboard in front of his aisle, and writes down his score; then gathers up the bags, places them on the front desk, and takes his seat. When he is seated the player next behind him steps forward to the

throwing line and repeats the play; or, if desired, the next row of players across the room may wait for the teacher's signal for doing this, as the game is played for a score and not on time limits.

The row wins which has the highest score when each of its players has thrown.

CATCH BASKET

10 to 60 players.

Schoolroom.

Bean bags; gas ball.

The class stands in a circle around the room, each half constituting a team with a leader at one end. On a desk in the center of the room is placed a waste-paper basket. The game consists in throwing a bean bag or a ball (large, light gas ball preferable) into the basket, the teams alternating their turns. There is no interference, but an umpire stands in the center who returns the ball to the next player after each throw. The leaders throw first and each player in turn thereafter. Each time the ball lodges in the basket it scores one for the team throwing. A bean bag lodged on the edge of the basket scores as a goal. A player may throw but once at each turn. The game may be limited by time, the team winning which has the highest score at the end of ten or fifteen minutes; or it may end when each player has had a turn. The former method leads to quicker and more expert play, which should be encouraged.

CRISS-CROSS GOAL

10 to 60 players.

Schoolroom.

The class is divided into two teams. Each team is divided into two lines, which stand facing each other, as shown in the diagram.

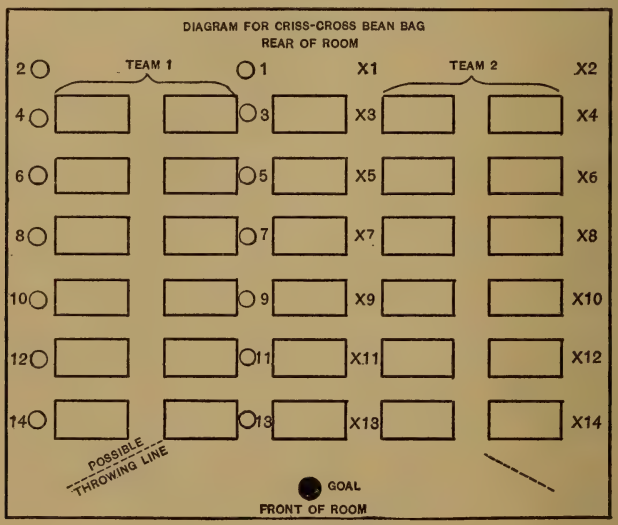
A waste basket is placed on the teacher's desk or hung higher if possible in the front of the room. Each team has one bean bag.

Player No. 1 holds the bean bag in each team.

At a signal each No. 1 tosses his bag to No. 2, No. 2 to No. 3, and so it continues to pass in a zigzag line till it reaches No. 14. No. 14, on receiving the bag, tries to throw it into the basket. If he misses, he runs forward, picks up the bag, runs back to his place,

and tries again; he continues trying until he or his opponent gets a bag in, which event finishes the inning.

The team in which No. 14 first receives the bag, scores three points; and the team making the goal first scores one; so one team may score four, or one three, and the other one, point. The team wins which has the highest score at the end of the playing time.



CRISS-CROSS GOAL

If the distance from the basket seems too long, No. 14 may come forward a given distance to a chalk line and throw from that.

In order to pass around the privilege of throwing goal, the goal thrower in one game passes down to the other end of the line, the line moves up one place, and the next player in order throws for the goal in the next game. When every one in one line has thrown for goal, the privilege passes to the other line.

Sometimes it is necessary to have umpires to watch for fouls, such as skipping a player in passing the bag.

This game was originated by Dr. J. Anna Norris and received honorable mention in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. It is here published by kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, publishers of the handbook in which the game first appeared.

DESK RELAY

20 to 60 players.

Schoolroom.

Bean bags.

The pupils sit on their desks facing the rear of the room and with the toes caught under the seats. The rear player on each line holds a bean bag. At a signal, the bag is passed over the head backward to the next player, who in turn passes it, and so on until it reaches the player at the front, who jumps down from the desk and hops on one foot to the rear of the room. As soon as this player has reached the rear seat, all the players in the line stand and move forward one desk. The rear player takes the desk thus vacated and starts the bean bag again.

The line wins whose bean bag first reaches the front of the room after the pupils have all changed seats until original places are resumed.

The teacher should indicate which foot is to be used in hopping, so that in successive playing of the game, each pupil will hop alternately on the right and left foot.

This game was originated by Mr. James J. Jardine of New York City, and received honorable mention in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. It is here published by kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, publishers of the handbook in which the game first appeared.

FETCH AND CARRY

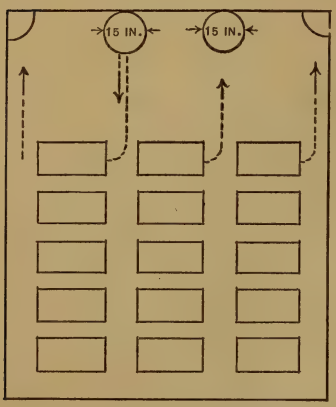
10 to 60 players.

Schoolroom; playground.

Bean bags.

Each pupil is provided with a bean bag. A circle about fifteen inches in diameter is drawn with chalk on the floor directly in front of each aisle and close up to the front blackboard. At a signal from the teacher the first pupil in each row of seats runs forward, places his bean bag in the circle in front of his aisle, and runs back

to his seat. As soon as he is in his seat, the pupil back of him runs forward, places his bean bag in the circle, and returns to his seat. This is continued until every pupil in the row has deposited his bean bag, the signal for each player to start being the seating of the player in front. The row which gets all of its bags first into the circle wins, and scores one.



FETCH AND CARRY RELAY

The play is then reversed. The last player in each row runs forward, picks up a bean bag, and returns to his seat. As he sits, he touches the player in front on the shoulder, who then starts forward, but must wait for this signal. The row which first gets back to its seats, each player with a bean bag, wins and scores one.

As in all schoolroom games in which the players run through the aisles, those who are seated must be very careful to keep their feet under their desks, and never to start before the proper signal is given for their turn.

HAND OVER HEAD BEAN BAG

10 to 60 players.

Schoolroom.

This is a relay passing race, the different rows of pupils competing with each other in passing bean bags backward over the head.

The players should all be seated, there being the same number in each row of seats. On each front desk a bean bag should be laid. At a signal the first player in each row lifts the bean bag over his head and drops it (it should not be thrown) toward the desk behind him, immediately clasping his hands on his own desk. The next player catches or picks up the bean bag from his desk and passes it backward in the same manner. It is thus passed quickly to the rear of the line. When the last pupil receives it, he runs forward at once to the front of the line. As soon as he

reaches the front desk, the entire row of players move backward one seat, and the player who ran forward takes the front seat, immediately passing the bag backward to the player next behind him.

The play thus continues until the original occupant of the front seat has again returned to it. Immediately that he is seated, he should hold the bean bag up with outstretched arm, as a signal that his row has finished. The row wins whose leader first does this.

JUMP THE BEAN BAG

10 to 60 players.

Schoolroom.

The class is divided into two equal divisions or teams. The teams stand in opposite outside aisles and face the center of the room. The game consists in a contest between the two divisions as to which shall finish first in the following relay, here described for one team.

The leader at the head or front of the line, having the bean bag in his hand, runs down the first aisle toward the rear, places the bean bag on the center seat of the row to his left (second row from standing line), vaults over the seat, and runs up the next aisle to the front of the room and so to the head of his division. He tags the player standing at the head of the line and passes behind the line to the rear, taking his place at the foot.

The player who has been tagged at the head of the line immediately runs down the first aisle, takes the bean bag from the seat, vaults over the seat, and passes down the next aisle to the rear of the room, and so to the foot of his line. He hands the bean bag to the player next to him, who passes it to his neighbor, and so it is passed up to the head of the line.

The player at the head of the line, immediately upon receiving the bean bag, runs down the first aisle, places it on the seat, vaults over the seat to the next aisle, and so to the head of his line, where he tags the player who has moved up to his place.

The game thus consists in an alternate placing and taking of the bag from the seat. The player who places the bag returns to the head of the line to tag the player standing there, and then

passes behind the line to the foot; the player taking the bean bag returns to the rear of his line and passes the bean bag up the line.

The division whose original leader first gets back to his starting place wins the game.

This game was originated by Miss Alice R. Young of Brooklyn, N.Y., and received honorable mention in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. It is here published by the kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, publishers of the handbook in which the game first appeared.

PASSING RELAYS

There are several forms of this game, some of which are suited only to young children; others may be full of sport and interest for adults. The games may be adapted to comparatively small numbers or very large numbers. Several passing races will be found among the ball games. For bean bags, see:—

Bag Pile.
Passing Race.
Pass and Toss Relay (single line).
Pass and Toss Relay (double line).

PASSING RACE

10 to 100 players.

Playground; gymnasium; schoolroom.

Bean bags; dumb-bells.

The players stand in ranks, and bags are passed from one to another player down each line, starting on a signal for the first bag. Each rank should have about ten bags. The line wins which finishes first; that is, passes all of its bags to the end of the line.

The game may be varied by having each player pass the bags from one hand to the other before handing it to his neighbor, or by raising the bags overhead, or touching them to the floor, first with one hand, then with the other, before passing.

This makes an especially interesting game when dumb-bells are used instead of bean bags, as they are harder to pass.

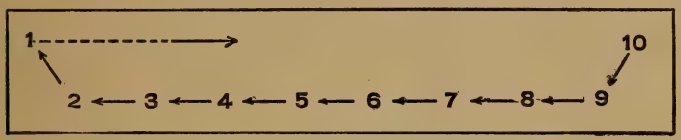
PASS AND TOSS RELAY (SINGLE LINE)

16 to 60 players.

Gymnasium; playground; schoolroom.

Bean bags; oat sacks.

The players stand in two or more even ranks, facing sideways. The players at either end step one long pace forward of the ranks, to the points marked 1 and 10 respectively, as they are to catch the bag tossed from some other player. Player Number One has a bag and at the signal for starting runs toward the rear, and as he runs tosses the bag to Number Ten. The line immediately moves forward one place, Number Two stepping into the place vacated by Number One. As soon as Number Ten has caught the



PASS AND TOSS RELAY (Single Line)

bag, he takes his place in line with the rank and passes the bag to his next neighbor, Number Nine. The bag is then passed rapidly up the line until it is received by Number Three, who tosses it to Number Two. Number Two, in his turn, as soon as he receives the bag, dashes for the rear, tossing the bag as he goes to the player standing at 10, who in this instance will be Number One. The line again moves up, Number Three now stepping out to the place marked 1.

This play is continued until Number One is back in his original position. The rank which first gets the bag around to Number One after he returns to his original position wins the game. Number One should hold the bag up at arm's length as soon as he gets it as a signal that his rank has completed its play. As this feature adds much to the facility with which an umpire may judge of the winning rank, it may well be a required part of the play, the rank winning whose Number One is first to raise aloft his bag.

It adds much to the interest of the game to have a general umpire and score-keeper who shall decide which is the winning line, and post the score where the players may see it.

PASS AND TOSS RELAY (DOUBLE LINE)

16 to 60 players.

Playground; gymnasium; schoolroom.

Bean bags; oat sacks.

The players are divided into two equal groups which compete against each other. Each group is divided into two lines or ranks which stand facing each other. There should be from ten to twenty feet of space between the two ranks.

PASS AND TOSS RELAY
(Double Line)

The game consists of passing a bean bag up one of these lines to the end, when the last player runs across to the opposite line, tossing the bag as he goes to the end man in that line, who catches it and passes it down the line. The same play is performed at the other end, the last player running across to the opposite line, tossing the bag as he goes to the last player there. The lines move up or down one place each time a player runs across to the opposite rank. The game in detail will be as follows: —

Number One has a bag, and at a signal passes it down the line to Number Eight, who runs across toward Number Nine, tossing the bag to Number Nine as he does so. It must be tossed before he has gone halfway across the space between. Number Nine immediately passes the bag to Number Ten, and so on up the line to the last player, Number Sixteen. The moment that he receives the bag, he runs across toward Number One in the opposite rank, making a running toss as he does so. At the same time the entire line from Nine to Fifteen moves up one place to make room for Number Eight, who should take his place at the foot of the line next to Number Nine. As soon as Number One receives the bag, he

passes it down the line to his neighbor, Number Two, and so on till it reaches the end of the line, which at the same time should be moving down one place to make room for Number Sixteen, who should take his place at the head of the line next beyond Number One.

This play is repeated until Number One reaches his original position again, and the bag is passed to him there. Immediately on receiving it, he should lift it high, as a signal that the play is completed in his group. The group wins whose first player is first to do this.

The game may be made a little more definite by Number One having some distinguishing mark, as a handkerchief, tied on his arm.

When players have some proficiency in the game, as prescribed, they may play with two bags instead of one, keeping both in play at once. In this form of the game the diagonal opposites start each a bag at the same time, that is, Number One and Number Nine. The game becomes thus just twice as rapid. The team wins whose Numbers One and Nine first succeed in both returning to their original positions, where they should hold the bags aloft.

A score should be kept, each team scoring two points for winning a game and one point for every time that its opponents' bags touch the floor, either through poor throwing or bad catching.

The writer is indebted to Mr. Chesley's *Indoor and Outdoor Gymnastic Games* for several points of description or of play for this game. Mr. Chesley has found it a very interesting gymnasium game, with possibilities for much sport and skill.

TARGET TOSS

10 to 60 players.

Playground; seashore; gymnasium; schoolroom.

Bean bags; stones; shells.

Three concentric circles should be drawn on the ground or floor, after the idea of a target. Their size will depend somewhat on the skill of the players, but for the youngest players the inner circle should be not more than two feet in diameter and the outer circle six feet in diameter. For those more skilled, smaller circles may be used. From ten to thirty feet from the outer rim of the largest

circle a straight line is drawn on the ground, to serve as a throwing line. Where there is a small number of players, all may use one target. Where there is a large number, several targets should be drawn and the players divided into as many groups. Each group has three bean bags, or if out of doors, small blocks of wood, stones, or shells may be used. Each player throws in turn, throwing each of the three bags or other objects at each turn. The thrower stands with his toe on the throwing line and tosses a bag toward the target. If the bag stops within the center circle, it scores fifteen points; if between the center circle and the next larger one, it scores ten points; and if between the middle circle and the largest or outer one, it scores five points. For very little children a bag that lands on a line may score for the larger circle which it touches. For more expert players, a bag landing on a line does not score at all. The player wins who has the highest score in five rounds of the game.

TEACHER AND CLASS

5 to 60 players.

Playground; gymnasium; class room.

Bean bags; balls.

This game may be played with either bean bags or balls, and is one of the simplest and earliest tossing games, being generally used when pupils are first acquiring skill in handling a ball. With very rapid play and greater distance between the "teacher" and the "class," it may become very interesting, however, for older players.

One player is chosen for the "teacher." The others stand in a line side by side, facing her, at an interval of from five to twenty feet. Where there are many players, there should be several groups of this kind, with a distinct interval between groups to avoid mistakes or confusion. It is desirable to have from six to ten players for each "teacher."

The teacher starts the game by tossing the ball to each pupil in turn, and it is immediately tossed back to her. Each pupil missing goes to the foot of the line. If the teacher misses, the player at the head of the line takes her place, the teacher going to the foot. The action should be as rapid as possible.

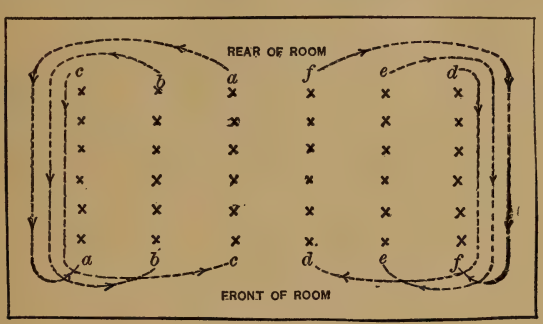
VAULTING RELAY

10 to 60 players.

Schoolroom.

Bean Bags.

The players stand in line in the aisles between the desks, all facing to the right or left (facing open windows preferred). The first player at the front of each line will hold a bean bag in his right hand, if facing left, or in his left hand, if facing right. At the command "Start!" the bean bag must be passed toward the rear to each player, in turn, until the player at the end of the line



VAULTING RELAY

receives it. Each player, after passing the bean bag, must place one hand on his desk and the other on the back of his chair, jump over his chair, turn, jump back again, and take his position in the aisle by the next seat, moving back one seat toward the rear of the line each time the bean bag has been passed, and so on until he returns to his place in line. The player receiving the bean bag at the end of the line must run to the head of the line, as shown in the diagram, and pass the bag to the next player. This continues until each player returns to his place in line. The line wins whose original leader first gets back to his own place.

This game was originated by Mr. James J. Jardine, of New York City, and received honorable mention in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. It is here published by the kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, publishers of the handbook in which the game first appeared.

BALL GAMES SUITABLE FOR BEAN BAGS

All run
Arch Ball
Ball Chase
Ball Puss
Ball Tag
Call Ball
Center Catch Ball
Circle Ball
Club Bowls
- Center Club Bowls
- Circle Club Bowls
- Line Club Bowls (Single)
- Line Club Bowls (Double)

Corner Spry
Dead Ball
Dodge Ball
Home Run
Line Ball
Over and Under Relay
Overtake
Pig in a Hole
Ring Call Ball
Roley Poley
Round Ball
Russian Hole Ball
Schoolroom Dodge Ball
Spud
Stride Ball
Toss Ball
Tree Ball
Zigzag Games
- Circle Zigzag
- Line Zigzag I, II, III
- Zigzag Overhead Toss

BALL GAMES

BALL GAMES

ALL RUN

10 to 30 or more players.

Playground; gymnasium.

Hand ball; bean bag.

This game is played with a hand ball or basket ball and is a gymnasium adaptation of the wall ball game known as "Burley Whush" or "Ball Stand."

A square is drawn on the ground or floor. All of the players gather within this, including one who holds the ball. The ball man throws the ball in the air, whereupon all of the other players run in any direction as far as they can. The thrower remains on his place, catches the ball, and as he does so cries "Hold!" Upon hearing this, all of the others must instantly stop running. The thrower then aims his ball at one of these other players, and if he succeeds in hitting him, the player hit must change places with the thrower. Should he miss, all of the players return to the square and the same thrower takes another trial. Should he miss hitting a player a second time, he must be "court martialed," *i.e.* stand twenty feet from the square with his back turned to the players congregated there, who pelt him with their balls, each one having one throw.

ARCH BALL

10 to 100 players.

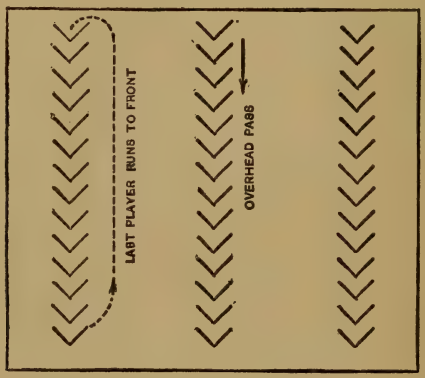
Playground; gymnasium; schoolroom.

Basket ball; bean bag; oat sack; any substitute.

This game is very similar to Pass Ball, but is here described under another name, as it differs from Pass Ball in (1) not having

the run to a goal line; (2) admitting of variations, as in the passing of several articles; (3) being comparatively informal without the scoring of fouls and other strict observance of rules that class Pass Ball with athletic events.

The players line up in two or more single files, which compete with each other, and must therefore contain an equal number of players. The captain or leader of each file toes a line drawn



ARCH BALL

across the ground and holds a basket ball (a bean bag or other object may be used). At a given signal he passes the ball backward over his head to the player next behind, who in turn passes it backward as rapidly as possible, and so on until it reaches the last player in the line. He at once runs forward, carrying the ball to the front of the line, which moves backward one place to make room for him. He toes the line and passes the ball backward over his head. The play continues until the captain reaches the end of the line, and runs forward with the ball to his original place at the head of the file. As he takes his place there, he holds the ball aloft as a signal that he has finished. The file wins whose captain is the first to return to his place.

The game may be made very enlivening by passing several articles in rapid succession, each of a different and contrasting character, such as a basket ball, tennis ball, Indian club, heavy medicine ball, bean bag, light dumb-bell, three- or five-pound iron dumb-bell, etc. In this form of the game the last player must accumulate all of the

articles before running forward with them, or the score may be made on the arrival of the last article at the rear of the line.

FOR THE SCHOOLROOM.—See also *Hand over head bean bag*, in which the entire class plays at once.

The players raise their seats where this is possible, and stand between the desk and the seat. Where the seats cannot be raised, the players may sit in the seats or on the desks. An even number of players should be in each line, and only alternate lines play simultaneously, so as to leave clear the necessary aisle space for running. Those at the front of the lines should hold a ball or any substitute for passing backward over the head, such as a bean bag, eraser, foot rule, or book. At a given signal the object is passed backward over the head to the next player in the rear, who in turn passes it backward, and so on down the line until the last player receives it. He runs forward on the *right*-hand side of his desk to the first seat. At the same time the other players in his row step into the aisle at the *left* of the desks and move backward one place. The line wins whose original leader first gets back to the front.

As in all games in the schoolroom in which part of the players are seated while others run, care should be taken that there are no feet in the aisle over which the runners might trip.

ARCH GOAL BALL

10 to 60 players.

Playground; gymnasium.

Basket ball.

The players are divided into groups, and line up in single file in two or more lines facing a basket ball goal or any substitute. Each line has a basket ball. At a signal each leader passes the ball backward overhead, the next player catches it and passes it in the same way, and so on to the end of the line. When the last player receives the ball, he runs forward and tries to throw it into

the basket, standing on a line marked from five to ten feet from the goal. He is allowed but one throw, when he quickly takes his place at the front of his line (which moves backward one place to make room for him), and at once passes the ball backward overhead. The last player, in turn, runs forward, throws for goal, etc. This is repeated until each player in a line has thrown for the goal. Each goal made scores two points for the team. The team wins which has the highest score when all of the players have thrown.

This may also be played on time. Then each player throws until he succeeds in getting the ball into the basket. The team wins whose last man finishes first.

BALL CHASE

4 to 20 players.

Playground; gymnasium.

Hand ball or substitute.

A row of caps is set against a wall or fence, or a series of holes dug in the ground. At a point ten or twenty feet from these all of the players stand, and one selected as thrower throws a ball into one of the caps or holes. Any substitute may be used for a ball, such as a small block of wood or a stone. Should he miss, he repeats the throw until he succeeds. As soon as a ball lands in a cap, the owner of the cap runs away, and all of the others chase him until caught.

It will be seen that this game may best be played where there is opportunity for considerable dodging around and behind obstacles. The player being chased is exempt if he can get back to his own cap before being caught by the others. If caught, however, he becomes thrower for the next round; otherwise the first thrower continues in that position.

In a gymnasium a series of circles may be drawn on the floor in place of the holes or caps, and a bean bag tossed into them.

BALL DRILL

(See *Hand Ball Drill* and *Wall Ball Drill.*)

BALLOON BALL

10 to 60 players.

Schoolroom.

Inflated balloon.

There are two goals, each consisting of a string stretched on opposite sides of the room from front to rear, at a height of six feet. There may be any number of players, who are divided into two teams.

The teams are seated in alternate rows. The A's represent the players on one team, the B's the players on the opposing team. The balloon is thrown in the air in the center by the teacher, and the players of both teams strike it with open hand.

Object. — The players of team A try to bat the balloon over goal A; the players of team B try to send it over goal B.

Fouls. — Fouls are called for the following: —

Standing more than half erect.
Leaving seat entirely.
Raising desk (if movable).
Striking ball with clinched hand.

Score. — Each goal made counts two points. One point is also awarded to the opposing team for each foul.

This game may be varied by having a goal keeper for each team whose duty shall be to prevent the balloon from crossing his or her goal line. This goal keeper should stand, and should have a free use of the aisle in front of the goal.

This game was originated by Mr. Henry J. Silverman of New York City, and submitted in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. This game was one that received honorable mention, and is here published by the kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, who published the handbook in which the game first appeared.

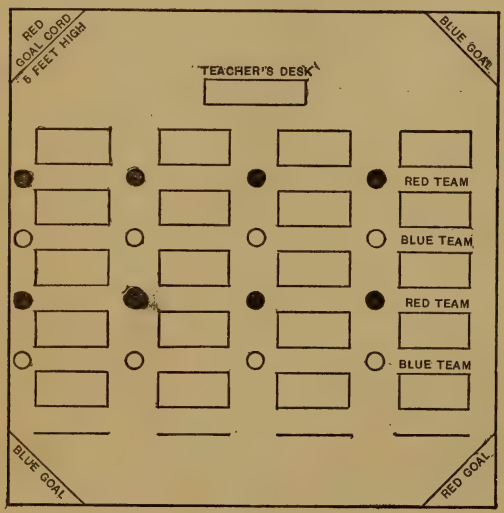
BALLOON GOAL

10 to 100 players.

Schoolroom; parlor; gymnasium.

Inflated balloon.

The game is played with two toy balloons, preferably twelve inches in diameter, one red and one blue, which are struck with the open hand only. When the gas of the balloon is exhausted, the rubber bag may be refilled with the breath, when it will be found still to float sufficiently in the air for the purposes of the game.



BALLOON GOAL

The class is divided into two teams, preferably designated by colors corresponding to the balls, worn on the arm or otherwise. The teams are assigned by rows across the room from side to side, the first row of pupils belonging to the red team, the second to the blue, the third to the red, etc. Four goals are formed by stretching a tape diagonally across each of the four corners of the room about five feet from the floor, the goals in the diagonally opposite corners having the same colors, two of red and two of blue. The game consists in hitting the balloon with the open hand so that it will float down behind a goal tape, the red balloon scoring when it enters the red goals, and the blue balloon when it enters the blue goals. There are no goal guards, but it is the object of all players belonging to the red team to get the red balloon into the red goals, and of the blue team to keep it out. Similarly, the object of the blue team is to get the blue balloon into the blue goals and of the red team to keep it out.

The game starts by the teacher putting the balloons in play by tossing them up in the center of the room, when each side immediately begins to play for them. It has been found that with two balloons and four goals, and the interference offered by fixed seats and desks, it is unnecessary to limit the players to any given area. This, however, may be done should play become rough.

A score keeper scores one for each team making a goal with its balloon, but the game continues without interruption, the balloon being at once put in play again by the teacher.

A fifteen-minute game should be divided into at least three periods, the teacher signaling for a rest at the end of each five minutes.

This game is admirable for the parlor, and may also be played in the gymnasium or playground.

This game was originated by Mr. Max Liebgold of New York City, and received the prize offered by Mrs. Henry Siegel in the competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. The game is here published by the kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, who publish the handbook in which the game first appeared.

BALL PUSS

3 to 30 or more players.

Playground; gymnasium; schoolroom.

Gas ball; basket ball; hand ball; bean bag.

This is a form of ball tag. In it each player chooses a home or corner, as in Puss in the Corner, or Home Tag. When played out of doors, trees may be used for this purpose; in a gymnasium, pillars or different pieces of apparatus; in the schoolroom, the corners of the room, the front and rear corner desks, the teacher's desk, the radiator, or any other objective points. The players who are so stationed beckon to each other to exchange places, and as they run from one place to another the one who is It tries to hit them with the ball. Any one so hit changes places with the one who is It.

As in all ball-tag games, either a ball or bean bag may be used. If played in the schoolroom, a light gas ball should be used; elsewhere, anything from a light-weight hand ball to a basket ball would be suitable. Hard balls should be avoided.

Where there are many playing, it is advisable to have two or three who take the part of thrower or Puss (It), in which case there will be two or three balls or bean bags in play at the same time, and the game is made more rapid.

BALL STAND

(Burley Whush)

5 to 20 players.

Out of doors; gymnasium.

Hand ball; tennis ball.

This game is started by tossing a ball against a wall or on the roof of a house from which it may roll back. The players all stand in a group or row, from ten to twenty feet from the wall. One of the number is chosen as thrower and tosses the ball as indicated, at the same moment calling the name of one of the other players. This player must dash forward and catch the ball before it strikes the ground, while at the same moment all of the other players run as far away as possible. Should the one called succeed in catching the ball, the players come back and the thrower throws again, calling the name of some other player. Should the one whose name is called fail, however, to catch the ball, he calls out "Stand!" upon which the others must stop in their flight. The ball man then picks up the ball, and from where he stands throws it in his turn at one of the players. Any player so hit calls out "Hit!" and becomes at once the ball man. The other players immediately run again without returning to the wall, but stop as soon as the one hit calls "Stand!" which he must do upon picking up the ball.

This is continued until the ball fails to hit one of the players, when all return to the original starting place, where the last thrower of the ball throws it against the wall and the game begins again.

The players in their flight, the object of which of course is to diminish the chances of being hit by the ball, may run behind any obstacle, such as a bush or around the corner of a house, but in any such case must extend a hand so it shall be visible beyond this obstacle, that the ball man may still have an opportunity to hit them.

BALL TAG

3 to 60 players.

Playground; gymnasium; schoolroom.

Gas ball; bean bag; basket ball; hand ball.

There are several forms of ball tag, each quite distinctive, and all interesting and making good games. A soft ball or bean bag should be used in all of these games, or with older players a basket ball or other large, comparatively light-weight ball.

The players scatter promiscuously. One player, who is It, tries to hit one of the other players with a ball or bean bag. Any player thus hit becomes It and must try to tag others in the same way. When a player fails to hit one for whom he aims, the thrower must pick up his own ball or bag, except in the schoolroom, where the seats and desks interfere with this. There any adjacent player may pick up the ball and throw it back to the one who is It. Players may dodge in any way, as by stooping, jumping, or the usual sideways movements.

Where there are many playing, it is advisable to have two or three who take the part of thrower or It, in which case there will be two or three balls or bean bags in play at the same time, and the game is much more rapid.

If played in the schoolroom, a light gas ball or bean bag should be used. Elsewhere, anything from a light-weight hand ball to a basket ball would be suitable. Hard balls should be avoided.

BASKET BALL DISTANCE THROW

10 to 30 or more players.

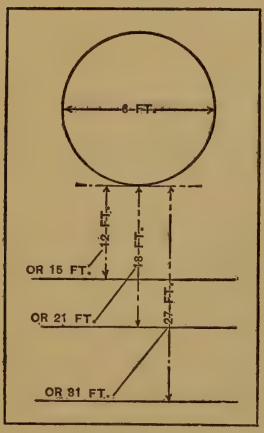
Playground; gymnasium.

Basket ball.

This is an interesting and simple athletic event, as well as a good game. It is especially useful for players drilling on the handling of the basket ball or shotput, and is a good substitute for shotput for girls.

A full circle six feet in diameter is drawn on the ground. A heavy line is drawn across its center, which serves as a throwing line. The player stands in the circle and throws the basket ball

from this throwing line toward other lines drawn in the throwing space as specified below, the ball scoring according to its landing in relation to these other lines.



Basket Ball
Distance Throw

The lines drawn across the throwing space must be parallel with the throwing line in the circle. For players below the seventh year of the elementary school course (below twelve years of age) these three lines should be respectively twelve, eighteen, and twenty-seven feet from the forward edge of the circle. For players from the seventh and eighth year of the school course (that is, thirteen and fourteen years of age) these three lines should be respectively fifteen, twenty-one, and thirty-one feet from the forward edge of the circle. These measurements are for girls. For boys the longer distance given between lines will be found generally advisable, and they may even be increased.

The players are divided into competing teams, the players of each team throwing in rapid succession. Each player has but one turn, unless the ball should strike some obstacle before touching the ground, when another trial is allowed. A thrower must at the start stand in the circle and toe the throwing line, drawn across the center of the circle; in completing the throw he must not fall or step forward over the outer line of the circle in front of him. If at any part of the throw, from its start to finish, the thrower be out of the circle, it is considered a foul and does not score, the number of players in the team being counted as one less when the total or average is figured. The best form for throwing is that described for Battle Ball.

For each throw to the first line (the twelve or fifteen foot line) or any point between it and the next line, a team scores one point. For each throw to the second line (the eighteen or twenty-one foot line), or between it and the next line, a team scores three points. For each throw to or beyond the third line (the twenty-seven or thirty-one foot line) a team scores five points. The team averaging

or adding the largest score wins first place in the event. If the number of players be not even, the score is decided by an average instead of by adding. Where several groups or teams are competing, if there be a judge for each team and floor space for more than one diagram, two or more teams should throw at once.

BATTLE BALL

6 to 12 players.

Playground; gymnasium.

Basket ball; Indian clubs.

This is one of the best and most interesting of the simpler team games. Briefly stated, it consists in trying to dislodge Indian clubs or tenpins placed at the rear of the enemies' territory. Players should be trained to coöperate and to understand the importance of each doing well his particular part. Playing into the hands of each other when necessary, as in passing the ball to good throwers, is one of the most important features of team work.

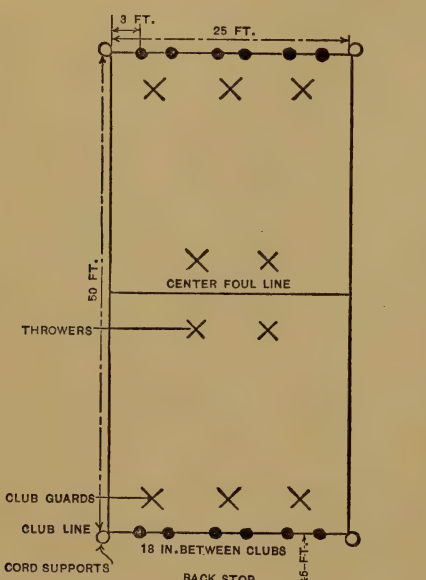
GROUND. — A ground measuring about fifty feet long by twenty-five wide should be divided into two equal parts by a line across the center. The rear boundary of each half is the goal or club line on which the Indian clubs are placed. Above these club lines a cord or rope is stretched seven feet from the ground. This cord may be fastened to posts on either side of the ground, or jump standards may be used to support it. If desired, back stops may be placed across the ground at a distance of five feet beyond the club line and extending beyond the boundaries of the court on either side.

Indian clubs or tenpins weighing two or three pounds are placed on the club line, there being one pair for each club guard. One pair of these clubs should be placed in the center of the line and one at each end of it three feet from the posts that hold the cord. The clubs of each pair should be separated by a distance of eighteen inches.

TEAMS AND OFFICIALS. — The teams consist of from three to six players on each side, though five on a side is the most desirable number. The description of this game and the diagram assume five players to a team. Each team chooses a captain,

who settles disputes (unless other officers be appointed for this purpose, as hereinafter stated), and who assigns places for the other players as he sees fit. He himself occupies any place he desires.

Each team is divided into club guards and forwards. For five players there should be three club guards, each standing before a pair of clubs, and two forwards or throwers, who stand near the dividing line. In the placing of players it is desirable to place the best catchers as club guards and the best throwers as forwards.



BATTLE BALL

In addition to the team players, it is desirable to have a referee, two judges, and one or two scorers, though all these offices may be filled by the same person.

The referee should keep time, should start the game, should announce scores and settle disputes. The judges, one for each side, should watch for fouls and report points made by their respective sides to their scorers.

OBJECTS. — The objects of the game are (1) to knock over the opponents' clubs with the ball; (2) to make a goal by passing the ball beyond the opponents' club line under the string but not hitting the clubs.

START. — The sides toss up for the ball or choose by drawing cuts (see chapter on "Counting out and Choosing Sides.")

Whenever a ball goes out of bounds it should be returned to the captain of the opposite (catching) side by a player designated for the purpose.

POINTS OF PLAY. — Successful play will come both from throwing and bowling the ball. The best way to throw or bowl the ball

is from the extended right arm, the ball being held on the wrist by bending the wrist upward and turning the hand inward over the ball. The right foot should be in the rear and at the start the trunk twisted toward the right. As the ball is thrown, the weight of the body should be changed to the forward leg and the body swung forward nearly half around from the waist toward the left. The best way to stop the ball is usually by blocking it with both arms; but it may be blocked with the legs or the body. The ball may be tossed from player to player on the same side, either to get it into the hands of the best thrower or to mislead the opponents as to when it will be aimed at their clubs. Players may move about on their own side, but overstepping the boundary lines is a foul. Club guards should not get far away from their line of duty. The ball should be aimed at the clubs or at open spaces between players, not at the players themselves.

FOULS. — It is a foul for a ball to pass above the cord drawn over the opponents' club line. Such a foul scores one for the defensive side. It is a foul for a thrower to step over the center line. For this the opponents score two points. It is a foul for a club to be overturned by a player on his own side. Each club so overturned scores five points for the opponents.

SCORE. — Overturning an opponent's club with the ball scores five points. Passing the ball beyond the opponents' club line below the cord but without hitting the clubs scores three points.

A ball passing between a pair of clubs scores ten.

A ball passing between the legs of an opposing player scores ten.

No score is made on a ball caught by the opponents.

Fouls score as stated above.

The game is played in ten or fifteen minute halves, with five minutes' intermission, the team winning which has the highest score at the end of the second half.

It adds greatly to the interest of the game to post the score in sight of the players, on a blackboard, large paper, or other bulletin.

This game was originated by Dr. Dudley A. Sargent.

BOMBARDMENT

10 to 100 players.

Playground; gymnasium.

Basket ball; Indian clubs.

This game resembles Battle Ball in that it consists in trying to overturn Indian clubs or tenpins set up in the opponents' court. The game differs from Battle Ball, however, in being feasible for a much larger number of players, and in being very much simpler in its form, not having the closer team organization or such a variety in points of scoring as Battle Ball. It may be made one of the liveliest and most interesting games for large numbers of players.

BOMBARDMENT

GROUND. — The ground is divided into two equal fields by a line across the center. At the rear of each ground a row of Indian clubs or tenpins is set up, there being the same number of pins as players. Should the number of pins be so great as to require their being closer than two feet apart, a second row should be placed in front of the first, in such a way that each club stands opposite a space in the preceding row of clubs.

PLAYERS. — The players are divided into two teams numbering anywhere from five to fifty each. The players stand between their clubs and the dividing line in any scattered formation. With a large number of players several balls should be put in play.

OBJECT AND POINTS OF PLAY. — The object of the game is to knock down the opponents' clubs. Each player will therefore serve both as a guard to protect his clubs, and as a thrower. He may throw whenever he can secure a ball, there being no order in which

players should throw. Balls may be made to displace the opponents' clubs by being thrown against the wall behind the clubs, so that they will rebound or carrom, knocking the clubs down from the rear. No player may step across the center line. The game is especially interesting when several balls are in play at once.

SCORE. — Each club overturned scores one point for the side which knocked it down. Every club overturned by a player on his own side scores one for the opponents. The game is played in time limits of from ten to twenty minutes, the side winning which has the highest score at the end of that time.

BOUNDARY BALL

10 to 100 players.

Playground; gymnasium.

Basket ball.

GROUND. — The ground should measure about twenty feet in width by forty in length, and should be divided in half by a line, marked across it.

PLAYERS. — The players, numbering anywhere from ten to one hundred, are divided into two equal parties. Each party lines up on one side of the dividing line and about ten feet from it.

OBJECT OF THE GAME. — The object of the game is to throw the ball over the opponents' rear boundary line, a party succeeding in doing this scoring a point. As each party lines up at the start ten feet from the center dividing line, it is possible for each to intercept the ball at the point of its line-up. Any players from the line, however, may run back of this line-up to prevent the ball from going over the rear boundary, and the point at which the ball is stopped by any such player indicates the point at which the party must line up for the next play. It therefore becomes a secondary object of the game to force one's adversaries back until they have reached their rear boundary line, where their chances for intercepting the ball are less than in a forward position, as their movements are more restricted.

For instance, party A throws the ball at party B's boundary. The latter, by running backward several paces, succeeds in inter-

cepting the ball at a distance of say five feet beyond its first line-up. The entire party then takes its stand on this new line and throws the ball at its opponents' boundary, trying to force them back in similar manner as far as possible to catch the ball.

START. — The parties toss up for which side shall first have the ball. The ball is then given to the center player in the line, who makes the first throw. After this first throw the ball may be put in play by any player in a line.

RULES AND POINTS OF PLAY. — Players may run forward of their first or succeeding line-up to catch the ball, but the line-up never comes forward of its first position. After a line has been forced backward, however, if the ball be caught anywhere between the last line-up and the first, the line moves forward to the new point. Should a ball roll on the ground, the point at which it stops rolling, or is stopped by the players trying to catch it, indicates the line at which they must take their stand. No ball scores a point, however, which rolls beyond the rear boundary line. When a party has been forced back to its rear boundary line, it must stand on that line thereafter, unless it should succeed in stopping the ball forward of that line, when it may move forward to the new position. No player may step over the boundary line.

SCORE. — One point is scored by the throwing party every time a ball is thrown beyond the opponents' rear boundary line. Five points constitute a game.

BOUND BALL

10 to 30 players.

Playground; gymnasium.

Tennis ball; hand ball.

This game somewhat resembles tennis, but is played over a lower dividing line, and the ball is batted with the hand instead of with a racket; it is always played from a bound, never "on the fly."

GROUND. — Boundary lines for the entire court should be outlined, measuring about fifty feet in length by twenty-five in width, though these dimensions are not invariable. The ground is then

divided by a line into two equal parts. In a gymnasium balance beams may be set up for this purpose. Out of doors a board or log may be used, or the mere drawing of a line on the ground will suffice

PLAYERS. — The players are divided into two equal parties which take their places on either side of the dividing line, scattered over their respective courts without regular formation.

OBJECT. — The game consists in batting a tennis or hand ball with the hand from one side to the other of the dividing line, after it has first bounded in one's own territory.

START. — The leader of the game, or any player on either side, puts the ball in play by throwing it among the players of the opposite side. Whoever catches the ball acts as the first server. The server serves by bounding the ball once and then hitting or batting it with the open palm on the rebound, so that it will go over into the opponents' court. Should a served ball fail to rebound in the antagonists' court, it is returned to the party from which it came, that they may have a second trial. One player continues to serve until his side scores five, when the ball is thrown to the opponents. The players on a side serve in rotation.

RULES AND POINTS OF PLAY. — In returning a serve or keeping the ball in play at any time, it may be bounced any number of times before being sent into the opponents' court. The one essential point is that it should be kept bounding, a ball that is dead being thrown back to the server. In bounding the ball it must always be hit or batted from the upper side with the palm of the hand. Should the ball bound very low so as to give slight opportunity for batting into the opponents' court, a player may coax it to a higher point before batting. A ball may also be worked forward or to any advantageous point of the ground by bounding or "dribbling" in this way before batting it. Whenever a ball enters a court, any member of the party on that side may play upon it. The players in each court will naturally scatter to be ready to receive the ball. Players will use in this game many points of tennis, such as sending the ball into the opponents' territory with a long glancing stroke, which may make it bound unexpectedly toward the rear of the opponents' court; or on the contrary, with a small bound that shall just barely cross the line. A ball going out of bounds is out of play, and must be returned to the server unless it should rebound

in the court for which it was intended, when it should still be considered in play.

SCORE. — The score is entirely for a defensive game, being wholly on the opponents' failures. If desired, the score may be the same as in tennis, but is generally as follows: —

One point is scored for (*a*) failure to strike the ball as directed (from above with the open palm); (*b*) failure to bound the ball before sending it into the opponents' ground; (*c*) failure to return a good serve or play.

BOWL BALL

(See *Center Club Bowls*, *Circle Club Bowls*, and *Line Club Bowls*.)

CALL BALL

(See also *Ring Call Ball*, *Ball Stand*, and *Spud*.)

10 to 30 or more players.

Playground; gymnasium.

Hand ball.

The players are numbered and scatter promiscuously over the playground or gymnasium. One tosses a ball, at the same time calling the number of some other player. This player must run forward and catch the ball before it has bounded more than once. Any player who is successful in this takes the place of the first tosser. Any player who fails rejoins the others, but three failures put him out of the game. For large numbers it is well to have two balls, tossed by two different players.

The one who is tossing the ball will add much to the interest of the game by calling the names of players who are at a considerable distance from the ball, or for any other reason may have a particularly difficult task in reaching the ball in time; or he may take them unaware, as by calling the same name twice in succession, etc. There is no limit to the number of times a player may be called.

CAPTAIN BALL

Captain Ball is one of the best and most popular games for both children and adults, boys and girls. It is one of the most useful forms of games for the period when pupils are beginning to enjoy organization, as it calls for comparatively simple, though pronounced, team work.

There are many variations in Captain Ball, the differences being in (1) the plan of laying out the ground, and consequently the relative position of players; (2) the points of play that score; and (3) the rules restricting the players. While almost any rules of play or points of scoring may be used on almost any plan of ground, certain methods of play seem to have grown out of, and naturally to belong to, certain diagrams. An umpire, referee, and scorer are desirable in any form of the game, but *not absolutely necessary* except for match games.

Six distinct forms of Captain Ball are here presented, Captain Ball I, II, III; Emperor Ball (IV); Progressive Captain Ball (V) (a new form of the game originated by Miss Cora B. Clark of New York); also a schoolroom adaptation, Schoolroom Captain Ball (VI). Some forms which offer minor variations have been omitted in favor of these, which form distinct types. The games are grouped in this place to facilitate comparison.

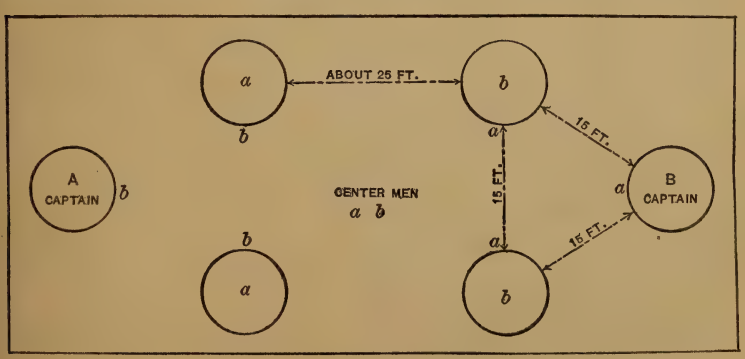
CAPTAIN BALL—I

14 players.

Playground; gymnasium.

Basket ball; volley ball.

This is in some respects a simpler form of Captain Ball than those that follow, as there are but three bases or homes on each side of the field, and the captain is on one of these instead of in the center. His position at the farthest



CAPTAIN BALL—I

point from the dividing line tends to distribute the play equally among all of the players. The number of players is smaller than in other forms of the game. The ball does not score for completing the circle (or triangle) of players, as in other forms of the game. Although very rapid, this form may be less confusing for beginners than in larger formations where there are more players.

GROUND.— On each side of the ground at corresponding distances from the center three small circles are drawn for bases at the points of a triangle. The circles should be from two to five feet each in diameter, the more skillful the players the smaller the circle. The distance between each two circles forming a triangle should be at least fifteen feet, and the distance across the center of the field between the two inner circles, from fifteen to twenty-five feet.

TEAMS.— The players are divided into two teams, each consisting of three basemen, three base guards, and one fielder. One of the basemen is captain and stands in the base at the end of the ground farthest from the center. Each team has a guard stationed near each of its opponents' bases, and a fielder whose general place should be near the center of the ground but who is free to run to any part of the ground, and who should pick up the ball whenever it goes afield. The ball should then be put in play again from the center as at the start.

OBJECT OF THE GAME. — The object of the game is to have a captain catch a ball from one of his basemen. A ball caught by the captain from the guards or fielder of his team, does not count. Of course the guards will try to prevent the ball being caught by a captain from one of his basemen, or by one of the basemen from his fielder, and on the other hand will try to secure the ball and send it back to their own basemen or fielder.

START.— The ball is put in play by being tossed up in the center of the ground by a third party between the two fielders, both of whom try to catch it. The one who succeeds has first throw. Touching the ball is not enough for this first catch: it must be caught in both hands. In case of dispute, the ball should be tossed again. The ball is again put in play in this way after each point scored; also after going afield and being picked up by one of the fielders.

RULES.— The basemen may put one foot outside of their bases or circles, but at no time both feet. Each guard must remain near the base he guards but may not step within it even with one foot. Should either side transgress these rules or make any other foul, the ball is thrown to one of the basemen on the opposite side, who is given free play to throw to his captain without interference of his own guard, though the captain's guard may try

to prevent its being caught. A ball that goes afield is put in play again at the center, as at the opening of the game.

FOULS.— It is a foul (1) to transgress any of the rules given above; (2) to snatch or bat the ball from an opponent's hands; (3) to bounce the ball more than three times in succession; (4) to run with the ball; (5) to kick it; (6) to hand instead of throwing it; or (7) to hold it longer than time enough to turn once around quickly, or three seconds. Penalty for fouls consists in allowing opponents a free throw from one of their basemen to their captain, as described under Rules.

SCORE.— The ball scores one point whenever a catch is made by a captain from one of his basemen. It does not score when the captain catches it from a guard or fielder.

The game is played by time limits, ranging from ten to thirty minutes. The time is divided in halves, and at the end of the first half the teams have an interval of rest, and the basemen and guards change places. The team wins which has the highest score at the end of the second half. The ball is put newly in play after every point scored.

CAPTAIN BALL—II

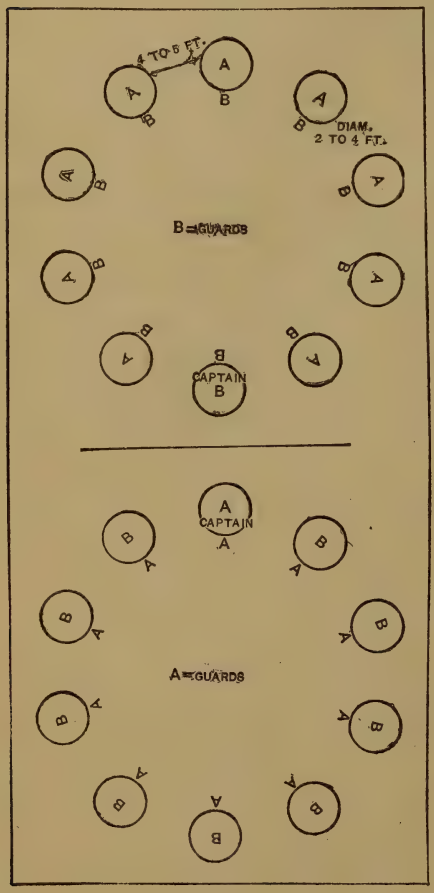
18 to 60 players.

Playground; gymnasium.

Basket ball; volley ball.

The distinctive features of this form of Captain Ball are: (1) the captain occupies a place in the circumference of the circle as in I, instead of in the center as in succeeding forms of the game; (2) the captain's place is near the dividing line, instead of at the farthest point from it as in I; this gives the guards of his team, on the opposite side of the ground, a greater opportunity to reach him than in I, while any increased tendency to concentrate play near the dividing line is offset by the scoring of the ball through completing a round of the circle, and by the greater freedom allowed the guards; (3) the guards may run at large, not being confined to guarding any one baseman; (4) there are no fielders, the free action of the guards making these unnecessary; (5) the ball scores for completing a circle and also for any catch by the captain from one of his team, whether it be baseman or guard; also for a catch by any one baseman from another baseman of his team; or for a catch by the captain after it has passed through the hands of two or three basemen successively; (6) fouls differ from those in some other forms of the game, and are penalized by scoring for the opponents instead of by a toss of the ball.

GROUND.— The ground is divided into two equal parts by a line across the center. In each part a series of small rings or bases is arranged in a circle, at equal distances apart, the number and distance depending on the space at disposal and the number of players; the small base rings should not be closer to each other than four or five feet, and should measure from two to four feet in diameter. The captain's place is in one of these bases nearest the center of the ground or dividing line.



CAPTAIN BALL — II

TEAMS. — There should be from eight to thirty players on each side, exclusive of the captain. Half of these players stand in the bases on their own side, the captain's base completing the circle and being nearest the dividing line. The other players of the team, called guards, are stationed at the opening of the game each near one of the opponents' bases on the opposite side of the ground from his own basemen. Each guard is chiefly responsible throughout for guarding his particular base; but all guards may move about freely in the opponents' territory without stepping within the rings (bases).

OBJECTS OF GAME. — The objects of the game are, (1) to pass the ball from baseman to baseman in one circle; or (2) entirely around one of the circles without its being caught by the opponents' guards,

CAPTAIN BALL IN A HIGH SCHOOL

who seek to gain possession of it; and (3) for any baseman or guard to throw the ball as many times as possible to his own captain. The guards try not only to prevent the passage of the ball around the circle or its reaching their opponents' captain, but also to gain possession of the ball and throw it over to the opposite side to their own basemen and captain.

START. — The ball is put in play at the opening of the game, and after each catch by a captain, and after each foul, by being tossed by a neutral person in the center of the ground, the guards on both sides trying to get possession of it. The ball is not considered caught unless it be held in both hands. Any guard so catching it has an opportunity to throw it to his own captain or one of his basemen. The guards on the opposite side of course try to prevent such a catch.

RULES. — It is considered a fair catch for any baseman, including the captain, if the ball be caught on a bound either from the floor, ceiling, or any other object, or from hitting another player.

A ball that goes afield is secured by the guard standing nearest the point where it left the circle. He puts it in play from the point in the circle where it went out.

Other rules are indicated under "Fouls."

FOULS. — It is a foul (1) to kick the ball; (2) to run with the ball; (3) for a guard to step over the dividing line or inside one of the bases; (4) for a baseman to step outside of his own base, even with one foot; (5) to hand the ball instead of tossing; (6) to snatch or bat the ball from an opponent's hands; (7) to hold the ball longer than time enough to turn around quickly, or three seconds.

One point is scored by the opponents whenever a foul is made, and the ball is then put in play again from the center.

SCORE. — One point is scored for a team every time a baseman catches the ball from another baseman of the same team.

Two points are scored for a team every time its captain makes a fair catch, whether the ball has gone around his circle or not, and whether the ball was thrown by one of his basemen or one of his guards on the opposite side of the field. Three points are scored if the ball reaches two different basemen and the captain successively, whether in regular rotation around the circle or not.

Four points are scored if the ball reaches three different basemen and the captain successively, whether in regular rotation around the circle or not. Five points are scored whenever the ball passes entirely around the circle on one side, in regular rotation of basemen, whether the start and finish of that circle be with the captain or some other baseman. Each foul scores one for the opposing team, as described under "Fouls." After the captain catches the ball, no further points may be scored on it in that play and it then goes back to the center to be put again in play.

CAPTAIN BALL — III

20 to 40 players.

Playground; gymnasium.

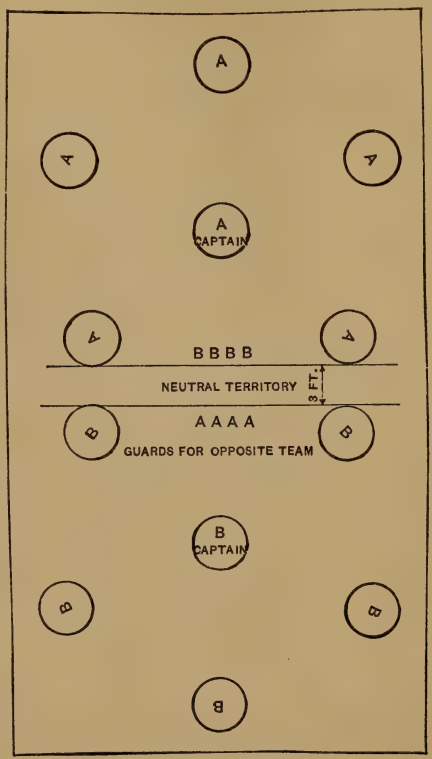
Basket ball; volley ball.

This form of Captain Ball is the most strenuous of any, as freer mass play is encouraged among the guards, and there are fewer restrictions in the form of play, batting and hitting the ball being allowed, which are fouls in other forms of the game. The method of punishing fouls is optional and should be determined before the game begins. The ground is divided somewhat differently than in other forms of the game, by a neutral space between the two fields, where the ball is tossed for sides. The ball scores both for completing a circle and being caught by a captain, but not for catching from one baseman to another, as in II. The captain is stationed in the center instead of in the circumference of the circle, as in I and II.

GROUND. — The ground is divided into two equal parts by a neutral strip about three feet wide through the center. In each half are marked five or more bases in the form of small circles from two to five feet in diameter (or rectangles), outlining part of a large circle or square open toward the center. In the center of each half is marked a small circle or base for the captain. The interest of the game may be enhanced by placing a springboard in the captain's base, on which he should stand.

TEAMS. — The players are divided into two equal teams, consisting each of (1) a captain, (2) a baseman for each base in the outer circle, (3) guards. There should be one less guard on each team than the number of players in its outer circle. For instance, for five basemen, as in the diagram, there should be four guards. The guards belonging to a team are stationed in the opponents'

field, and generally begin the game lined up near the neutral territory that runs through the center of the ground. As the game progresses, the guards may scatter in any way that they choose. There are no center runners or fielders in this form of the game, as in some others. An umpire is desirable, and a scorer and referee are needed for skillful teams.



CAPTAIN BALL — III

OBJECTS OF GAME. — The objects of the game are (1) for the ball to be thrown and caught around the complete circle of basemen; (2) for the outer basemen to throw the ball to their captain in the center; the guards trying (1) to intercept the ball before it can complete a circle; (2) to prevent it being caught by the captain; and (3) to secure possession of the ball and send it to the basemen in their own (the opposite) field.

START. — The ball is put in play in the center of the neutral strip by an umpire or referee. He tosses the ball, and the guards from both sides try to gain possession of it. For this purpose the guards may run anywhere they choose, being permitted on the neutral territory; but as soon as possession of the ball is decided, the guards must return to their respective fields, and may not again leave them until the ball is again put in play. To touch the ball does not give a guard possession of it; he must hold it in both hands. In case of dispute the referee should again toss the ball. When a guard has secured possession of the ball, he and the other guards return to their home fields, and the one having the ball throws it

to one of his basemen in the opposite field. The ball is put in play from the center after every point scored, and after it goes afield.

RULES. — The guards are not allowed to step within the bases; they may not cross the boundary lines into the neutral territory, except when the ball is being put in play. Basemen may not step outside of their bases, even with one foot. Should the captain, in catching a ball, step over his base, the catch does not score, but if this be with only one foot, he has the privilege of throwing the ball to one of his basemen without interference from the guards. A throw from a guard in the opposite field to his own captain does not score. Kicking or striking a ball out of a player's hands is allowable. In trying to block a throw, guards may not touch basemen nor step within the bases. Guards will naturally be very watchful of the center, as successful catches by the captain score.

FOULS. — Transgression of any of the previous rules constitutes a foul, penalized by giving the ball to the opposite side or by allowing them to score one point. Which of these two methods is to prevail during a game should be decided before the game starts.

SCORE. — One point is scored for a team every time that the captain catches a ball thrown by one of his basemen. One point is scored for a team whenever the ball is thrown from base to base successively until it completes an uninterrupted circle. Fouls may score or not, as explained under "Fouls." After every point scored, the ball is returned to the umpire and put again in play.

The game is played in two halves of fifteen or twenty minutes each, with a rest of five or ten minutes between the halves. Teams change sides at the beginning of the second half, but they do not change players; that is, guards do not become basemen, and *vice versa*, as in some other forms of this game.

EMPEROR BALL

(Captain Ball — IV)

30 to 40 players.

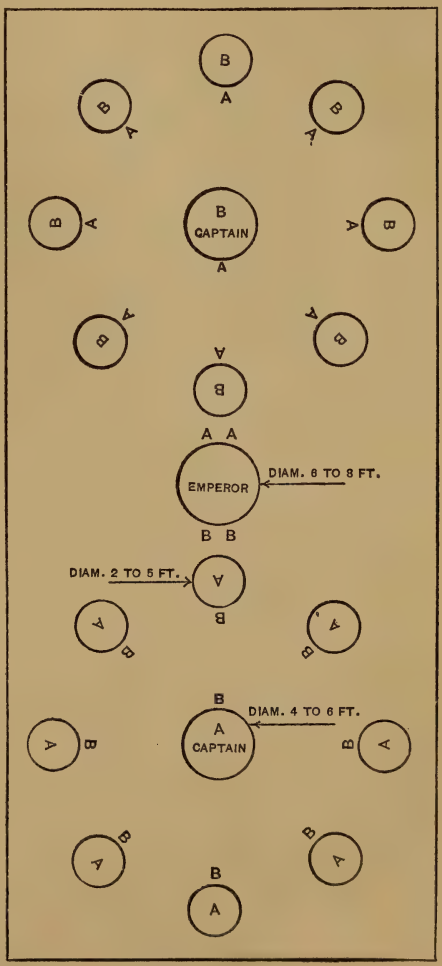
Playground; gymnasium.

Basket ball.

This game is really a form of Captain Ball, but differs from any of the previous forms in the following points: —

A neutral officer, called the Emperor, is stationed in the center of the field between the two teams, and the ball scores its highest when it has been thrown entirely around one of the circles, from there to the captain in the centre, and from him to the Emperor. There are two fielders, or players at large, who try to intercept the ball before it reaches the Emperor, or to block it in any other part of the play.

GROUND. — In the center of the ground is placed a springboard, box, stool, or other platform for the impartial ruler of the game called the Emperor. The ground on each side of this point is marked out as follows: A series of bases or small circles (the number to vary with the number of players) is drawn so as to form together a large circle with from four to ten feet between each two small ones. The small circles should be from two to five feet in diameter. In the center of this large ring another small circle or base is marked for the captain of the team.



EMPEROR BALL

TEAMS. — The players appoint one impartial officer who is the Emperor and stands in the center on a raised base (box, jumping board, or other improvised platform). The balance of the players are divided into two equal teams, consisting each of a captain, two center players, or fielders, and a number of basemen and base guards.

The two fielders may go anywhere on the field, but their main duty is to prevent the ball reaching the Emperor from an opponent. They also pick up the ball when it goes afield and hand it to the Emperor for starting again.

Each captain takes his place in a center base; the basemen stand each in a base in the circle surrounding his captain; the guards, of equal number with the basemen, take their places in the opposite field, each being assigned to guard one of the basemen, including the captain of the opposing team, and may not go from the immediate vicinity of the circle he guards.

OBJECTS OF THE GAME. — The objects of the game for each team consist (1) in throwing the ball from baseman to baseman completely around its circle; (2) around the circle as in (1) and in addition, to throw from the last baseman to the center player or captain; and (3) having completed the previous two points, to throw from the captain to the Emperor, who stands between the two halves of the field. The object of the guards, of course, is (1) to intercept the ball so as to prevent the completion of this play in any of its points; and (2) to gain possession of the ball so as to throw it across the field to their own basemen on the opposite side.

START. — The ball is put in play at the beginning of the game, and always thereafter, when necessary, by the Emperor. He must naturally be perfectly impartial, and may toss the ball to either side, in turn, or use his judgment in choosing which side shall have it. He will, of course, do his best to catch the ball for either side that throws it to him. The ball is put newly in play after every point scored, after every foul, and after going afield.

RULES. — No baseman may step outside of his base even with one foot. A ball caught by the captain with one foot out of his base does not score, nor if so caught by a baseman does it count in completing the round of the circle; but this does not count as a foul, and a captain so catching a ball may toss it to one of his team. No mass play is permissible among the guards, each one being obliged to guard only the baseman to whom he is assigned. This does not apply to the two fielders, who may move anywhere on the field, and who pick up balls that go out of the large circles.

FOULS. — It is a foul (1) to hit, bat, or snatch a ball from an opponent; (2) to hand a ball instead of throwing it; (3) to hold a ball

longer than time enough to turn around quickly, or three seconds; (4) for a guard to step inside a base. Each foul scores one point for the opponents, and the ball is then put newly in play by the Emperor.

SCORE. — A team scores one point when a ball has successfully completed the round of its circle of basemen, but is intercepted in a throw from that to the captain; a team scores two points when its ball has completed the round of the circle of basemen and been caught by its captain in the center, but fails to reach the Emperor; a team scores five points when its ball has completed the full play of the circle, its captain, and the Emperor. A team scores one point for every foul made by the opponents. The ball is put newly in play by the Emperor after every point scored.

The game is played in time limits of fifteen-minute halves, with a rest of five or ten minutes between the halves. The team wins which has the highest score.

The teams change sides and places for the second half, guards becoming basemen, and *vice versa.*

PROGRESSIVE CAPTAIN BALL

(Captain Ball — V)

20 to 60 players.

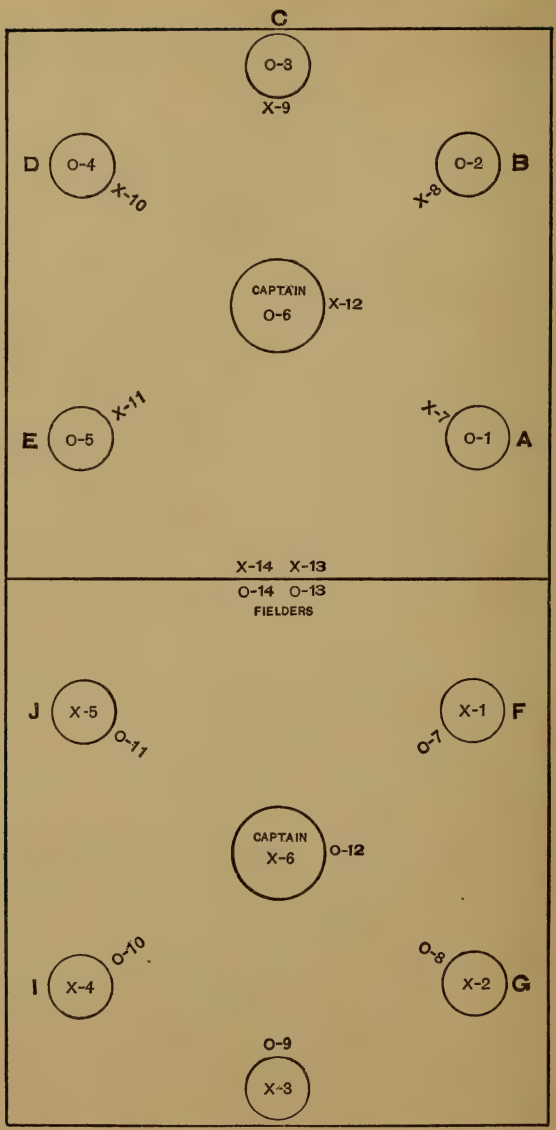
Playground; gymnasium.

Basket ball.

This game differs from any other form of Captain Ball in the fact that the players progress after each score from base to base. Each player thus completes the round of outer bases in his own field, then becomes captain for his team, then a fielder, and then starts on the round as guard for each base, in turn, in the opposite field. The use of progression in this game was originated by Miss Cora B. Clark of New York. It is obviously best adapted to older players, — of high school age, — but once understood, the progression is simple and well within the ability of younger players.

This form of the game as to grounds and rules may be played without the progression if desired.

GROUND. — The ground is divided into two equal parts, with a line through the center. In the center of each of the two fields a circle is drawn for the captain's base, four feet in diameter. At equal distances around this a series of small circles for bases is drawn,



PROGRESSIVE CAPTAIN BALL

the series outlining the arc of a large circle open to the center or dividing line. The small bases (circles) should be each three

feet in diameter. Their number will depend upon the number of players, but they should not be closer than six feet to each other and ten feet from the center base.

Each base in the accompanying diagram is lettered to make clearer the order of progression, but when this order is once understood, it is not necessary to number the bases on the ground.

TEAMS. — The players are divided into two even teams, each consisting of a captain, two fielders, and a number of basemen, one for each of the small outer circles or bases. In addition, there should be a guard for each baseman and one for the captain.

The players are disposed as follows: The captain stands in the center base, with a guard outside the base. Each of the basemen stands in one of the smaller outer bases, with a guard outside his base. The fielders, at the opening of the game, face each other at the center of the dividing line.

OBJECTS OF THE GAME. — The objects of the game are (1) to send the ball in a complete circuit of the outer bases; and (2) to throw the ball from a baseman to the captain on his side of the field.

START. — The game is started by the referee throwing the ball up between the fielders, who jump for it and try to bat it toward their own captain and basemen. Whenever a score is made, the ball is put in play again as at first.

RULES. — The captain may not step outside his base. A ball caught in this way does not score, but the misstep is not a foul unless with both feet. The outer basemen may put one foot outside their bases when trying to catch the ball. A guard must stay within three feet of the base he guards, and may not step within it. Guards, of course, try to prevent the basemen from getting the ball or to prevent its being thrown to the captain, and to intercept it as it makes the round of the circle. They also try to get the ball to throw to the basemen on their own side. The fielders, aside from jumping for the ball when it is put into play, may move anywhere in the field. Their chief office is to get the balls which go out of bounds, no one else being allowed to do this. Fielders may play the ball if it comes their way, but they must not interfere with guards. A ball thrown from a guard or fielder does not score.

PROGRESSION. — The distinctive feature of this game is the method

of progression. To make this plainer, the players in the diagram are designated by numbers as well as by teams. Thus, "*X*" indicates all players on one team, and "*O*" all players on the other team, each player carrying a number, *X-1*, *X-2*, *X-3*, etc. The method of progression is as follows:—

After the ball has scored a point, the two fielders, *X-13* and *O-13*, move to base *A*. *O-13*, as he is now crossing to his home side of the field, goes inside of base *A* as baseman, and *X-13* becomes his guard; the other two fielders, *X-14* and *O-14*, go to base *F*, the home man, *X-14*, going inside the base, and *O-14* becoming his guard. It will thus be seen that the two fielders bearing the lower number (*13*) go to the first base, *A*, and those bearing the higher number (*14*) go to the base bearing the highest letter, *F*. At the same time that the fielders make this change, each baseman and his attendant guard move one base farther up; that is, baseman *O-1* and guard *X-7* move from base *A* to base *B*; baseman *O-2* and his guard *X-8* move from base *B* to base *C*; and so on. The last baseman on this side, *O-5*, and his guard, *X-11*, move to the center or captain's base, the previous captain and his guard taking the place of the fielders who stood nearest base *E*. On the other side of the field the progression is made in the same way, so that the order of progression is always from bases *A*, *B*, *C*, *D*, and *E* to the captain's base, and from the captain's base to fielders. When a player has made the complete circuit of one side, he progresses from fielder's position to the opposite side; that is, after the players who started in base *A* (basemen *O-1* and guard X-7) become fielders, they progress by going to base *F*, instead of back to base *A*. This change comes easily if the captain from the base occupied at first by *X-6* always takes his place as fielder nearest base *A*; the fielders nearest *A* always going to *A*, and the other fielders to *F*.

FOULS. — (1) Touching the ball when it is in another player's hands; (2) walking or running with the ball; (3) stepping out of his base by the captain to catch the ball; (4) stepping out of the bases with both feet by the basemen; (5) moving by a guard more than three feet from the base he guards; (6) stepping over the center line into the opponents' territory; (7) two fielders from the same side going after the ball at once when it goes out of bounds.

PENALTY FOR FOULS. — No score is made on fouls, the penalty being the loss of the ball to the opposite side. The ball under these circumstances goes to the player on the other side, who stands in a corresponding position to the one who made the foul.

SCORE. — A ball thrown from a baseman to his captain scores one point. A ball completing a circuit of the outer basemen scores two points. The side wins which has the highest score when time is called. The game may be played in from thirty to sixty minutes' time.

SCHOOLROOM CAPTAIN BALL

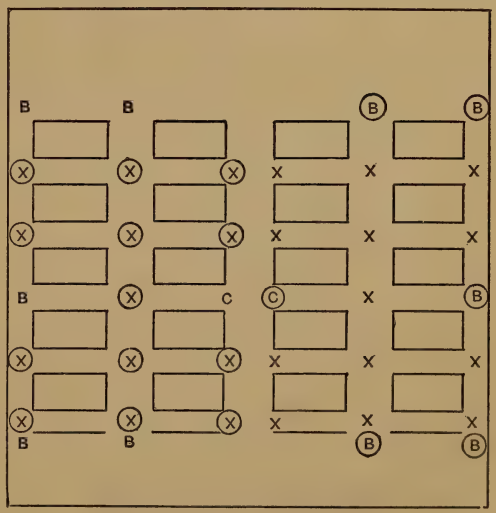
10 to 60 players.

Gas ball.

The class is divided into two teams, with a center captain and five bases on each side. The remaining players of each company serve as guards, and are placed on the opposite side from their captains and bases to prevent opponents from catching the ball.

The teacher or umpire tosses the ball alternately to the guards, the first time to team one, the second time to team two.

The guards, in turn, toss it to their bases, who try to get it to their captains, the opposite guards opposing by guarding with the arms and jumping to catch the ball. The game continues until one captain catches the ball from a *straight throw* (not a bound) from a base (not a guard). The side


B
B
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catching the ball scores a point, and the umpire then tosses the ball to the guards of the opposite team, etc.

The game is played in time limits, the side having the highest score at the end of ten or fifteen minutes winning the game.

Fouls are — Holding the ball longer than five seconds.
Snatching the ball.
Knocking the ball out of an opponent's hand.

In case of a foul the ball is given to the opposite team.

Any number may play the game, provided the sides are even.

This schoolroom adaptation of Captain Ball was made by Miss Mabel L. Pray of Toledo, Ohio, and was submitted in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. This game was one that received honorable mention, and is here published by the kind permission of the author, and of the Girls' Branch and of Messrs. A. G. Spalding & Brothers, who publish the handbook in which the game first appeared.

CENTER BASE

10 to 30 or more players.

Playground; gymnasium.

Hand ball; basket ball.

All of the players but one form a circle, with considerable space between each two. The odd player stands in the center, holding the ball. He tosses it to any player in the circle, and immediately runs away outside the circle. The player to whom the ball is thrown must catch it, place it on the ground in the center of the circle, and at once chase the one who threw it. The one who threw the ball tries to get back to the center of the circle and touch the ball before he can be tagged. Should he succeed in this, he joins the circle, and the other player throws the ball. If the first center player is tagged before returning to the ball, he throws again, and the one who chased him returns to the circle.

This game is very popular with children.

CENTER CATCH BALL

10 to 30 or more players.

Playground; gymnasium.

Hand ball; basket ball; bean bag.

I. **Simple form for little children.**

All of the players but one stand in a circle, with two or three feet distance beween players. The odd player stands in the center of the circle and tries to catch the ball, which is tossed rapidly from one circle player to another. Should he be successful, the one who last touched the ball changes places with him.

II. **Advanced form for skillful players.**

This differs from the preceding in the greater distance between players and also in the much greater range and resourcefulness of play.

The players stand in a circle with from six to eight feet between each two, and with one player in the center. The circle players throw a ball from one to another, the object of the game being for the center player to catch the ball or knock it to the floor. The circle players may throw the ball over the heads of one another or across the circle, or make sudden feints of throwing it in one direction, turn suddenly and throw it in another, etc., to deceive the center player.

Any player in the circle who last touched the ball, changes places with the center player whenever the latter touches or catches the ball.

CENTER CLUB BOWLS

(See also *Line Club Bowls* (*Single*); *Line Club Bowls* (*Double*); *Circle Club Bowls*.)

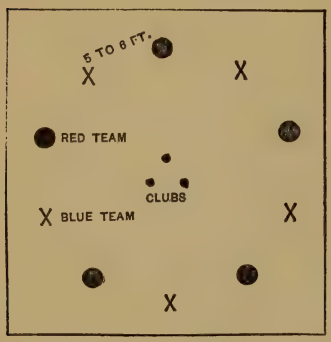
10 to 30 or more players.

Playground; gymnasium.

Hand ball; bean bag.

The players join in a large circle and number by twos or consecutively. The odd numbers form one team and the even numbers (alternate players) another. Three Indian clubs are placed at the

points of a small triangle, measuring about twelve inches in the center of the circle. Each player, in turn, bowls at the clubs with a hand ball or bean bag. Each club bowled over scores one for the bowler's team. The team wins which has the highest score when each player has bowled twice, or more times, as may be agreed on at the opening of the game. Each player must secure his ball or bag after bowling and replace the overturned clubs. One ball or bag may be used and passed around the circle, but the play is quicker if each player has his own.



CENTER CLUB BOWLS

CIRCLE BALL

10 to 60 or more players.

Playground; gymnasium; schoolroom.

Hand ball; basket ball; bean bag.

The players stand in a circle with from three to five feet between each two. The game consists of merely tossing the ball rapidly from one player to another, but not in regular order. The sport comes from the unexpectedness with which the ball may be thrown across the ring, or reverse the direction in which it is circling the ring, or in any other way taking the players unaware. A leader or teacher should see that this element of sport is put into the game, or else it may be very dull and useless.

Any player failing to catch the ball should sit down, the player winning who remains standing the longest.

When all are seated, the same game may be played in a sitting position.

For a more advanced form of this game, see Round Ball.

For very little children, the spaces between players should be less and the tossing done in regular order from one player to the next, working up gradually to the more varied modes of play

suggested above. Several balls or bags may be used, following each other in quick succession. The number of these may be increased until there is but one (or two) balls or bean bags less than the number of players.

CIRCLE CLUB BOWLS

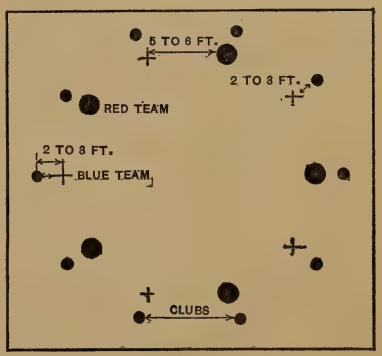
(See also *Line Club Bowls* (*Single*); *Line Club Bowls* (*Double*); *Center Club Bowls.*)

6 to 60 or more players.

Playground; gymnasium.

Basket ball; football; Indian clubs.

The players divide into two parties and take their places in one large circle, the players of one party alternating with those of the other. There should be five or six feet of space between each two players. Each player is provided with an Indian club.



CIRCLE CLUB BOWLS

The players of one party distinguish themselves and their clubs in some way, as by tying a handkerchief around the arm and club.

The players, having taken their places in the circle, place each his own club on the floor behind him at a distance of two or three feet. The object of the game is to knock over the opponents' clubs by rolling the ball on the floor, and naturally to protect one's own clubs. Any player may start the game.

While the main form of play for the ball is to roll it, it is permissible to bound the ball from one player to another, and also permissible to knock over a club with a ball that bounds instead of rolling. It is not permissible to toss a ball from one player to another, or to dislodge a club by a toss unless the ball should hit the floor and bound before it hits the club.

Whenever a club is dislodged, the owner of the club must set

it up again at once; if he also has the ball, he must set up the club before putting the ball again into play.

A point is scored by one party whenever one of the opponents' clubs is dislodged, whether it be knocked over by a ball or by its owner. The side wins which first makes a score of forty-nine points.

The game may also be played with two balls at once, and this is always desirable for as many as twenty players.

CIRCLE DODGE BALL

(See *Dodge Ball.*)

CIRCLE STRIDE BALL

10 to 30 or more players.

Playground; gymnasium.

Foot ball; basket ball.

All but one of the players form a circle, standing in stride position with feet touching those of the next players to make a barricade for the ball.

The odd player stands in the center and tries to throw the ball outside of the circle between the feet of the players. Those in the circle try to prevent the passage of the ball, using only their hands for this. This play is continued until the center player succeeds in sending the ball through the circle, when he changes places with the player between whose feet or on whose right side it passed out. If a circle player moves his feet in any way, he must change places with the center.

The center player will aid his object by using considerable finesse, appearing to intend sending the ball in one direction, turning suddenly and sending it in another, etc.

When the ball has been sent out of the circle, the players turn, facing outward, and the odd man tries to send it back inside according to the same rules.

CIRCLE ZIGZAG

(See *Zigzag Games.*)

CIRCLE STRIDE BALL

CLUB BOWLS

Four forms of this game are given in this volume in alphabetic order. Two are in line formation and two in circle formation, as follows: —

1. **Line Club Bowls.** — (Single) (Relay formation, one club bowled over.)
2. **Line Club Bowls.** — (Double) (Relay formation, ball or bag bowled between two clubs.)
3. **Circle Club Bowls.** — (Ring formation, clubs outside of ring.)
4. **Center Club Bowls.** — (Ring formation, three clubs in center.)

See also *Battle Ball* and *Bombardment.*

CORNER BALL

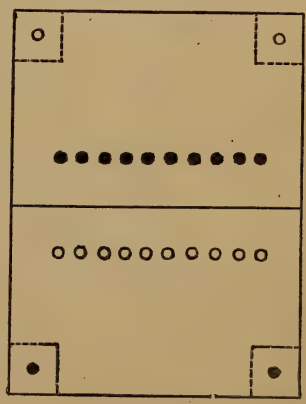
(See also *Double Corner Ball.*)

10 to 30 or more players.

Playground; gymnasium.

Basket ball; volley ball.

GROUND. — The ground is marked off into a space measuring at least twenty-five by thirty feet. This is divided across the center by a straight line. In the further corners of each half so made, a small square goal is marked out, there being two such goals in each court.



CORNER BALL

PLAYERS. — The players are divided into two even parties, each of which takes position on one side of the ground and stations a goal man in each of the goals at the rear of the opposite side.

OBJECT. — The object of the game is to throw the ball over the heads of the opposing party to one's own goal men, who are at the rear of the opponents' court.

RULES AND POINTS OF PLAY. — The players on each side are not bound to any special territory within their own court, but will naturally see that each of the goals at their rear is well protected, and will try to intercept the ball before it can reach these goals. They will also, of course, try to throw the ball over the opposing party to their own goal men in the opposite court. No player may

cross the line which divides the two halves of the ground. The goal men may not step outside of their goals. Any ball caught in this way fails to score. No opponent may step inside of a goal. When a goal man catches a ball, he must at once throw it back, trying of course to get it to his own party over the heads of the opponents, who try to intercept it.

SCORE. — Every ball caught by a goal man scores one for the party throwing. The side first scoring twenty points wins the game.

CORNER SPRY

10 to 60 players.

Playground; gymnasium; schoolroom.

Balls; bean bags.

The players are divided into four groups, one group stationed in each corner called North, South, East, and West.

Four captains stand in the center, each with a bean bag, facing his corner of players, who stand in a row. The captain throws the bean bag to each player in turn in his group, who throws it back at once to the captain, and so on until the last player is reached. As the captain throws to his last player he calls "Corner Spry!" and runs to the head of the row, the last player becoming captain. The group that first succeeds in having all of its players in the captain's place wins the game.

This game was originated by Miss Amy A. Young of Cleveland, Ohio, and received honorable mention in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. It is here published by the kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, publishers of the handbook in which the game first appeared.

CRACKABOUT

10 to 60 players.

Playground; gymnasium.

Soft hand ball.

The players scatter over the playground, trying to get as far away as possible from the one who has the ball. He throws it at one of the players, trying to hit him with it, at the same time calling

"Crackabout!" All of the players make a rush for the ball, the one who succeeds in getting it being the next thrower. The other players scatter immediately that one has secured it, the ball man at once throwing at some other player, naturally trying to hit the nearest. As soon as the players hear his call of "Crackabout!" they rush together again in the direction of the ball to try and secure it, and so on indefinitely. The game is thus a rapid succession of running away from the ball man and scrimmages to secure the ball. It is one of the strenuous and popular games enjoyed by boys of almost any age, and affords some lively exercise and sport in a few minutes.

CURTAIN BALL

10 to 100 players.

Gymnasium; playground.

Basket ball; volley ball.

This is one of the most interesting ball games and is adaptable to many conditions. For instance, where a curtain cannot be conveniently hung, the game may be played over a high fence or hedge.

The game consists in throwing a ball backward and forward over a curtain which conceals the opposing players from each other. As the ball should not be allowed to touch the ground, scoring for the opponents whenever it does so, the players have to be very alert, and there is opportunity for much sport in the game. For a very large number of players, more than one ball may be used.

GROUND. — No outside boundaries are necessary for this game. The ground should be divided into two approximately equal parts by an opaque curtain eight feet in height, strung on a rope or wire carried across from side supports. This should touch the ground, so that there is no means of seeing the position of the opposing players on the other side. As stated above, the game may be played across a high fence or hedge instead of over a curtain.

PLAYERS. — The players are divided into two parties of equal number. There is no regular formation or disposition of the players over the ground. Each party should select an umpire, whose duty

it is to stand at one end of the curtain on the opponents' side, where he can watch the opponents and keep score.

RULES. — The ball is thrown back and forth from one side to the other over the curtain, and should be caught before it can touch the floor. Players will try to deceive their opponents as to the point where the ball is to cross the curtain, and the more rapid the play is the more alert the players will have to be. The great sport of the game consists in the unexpectedness with which the ball may appear at any given point.

SCORE. — Opponents score one point whenever the ball touches the ground. The side wins which first scores twenty-one points.

This game was originated by Dr. Dudley A. Sargent.

DEAD BALL

10 to 60 players.

Schoolroom.

Gas ball; bean bags.

This game may be played with balls or bean bags. If with balls, a light gas ball is preferable, as for all schoolroom games. From one to three balls or bags will be needed for the game. If the class is a large one, only half the pupils should play at a time; if a small class, all may play at once. The players stand in the aisles or between the seats and desks, and should be scattered around the schoolroom.

The teacher puts the balls in play by tossing them one at a time upward, so they will land in different directions in the room. The players, as opportunity avails, without leaving their places on the floor, try to catch a ball and toss it in the same way to some other player. It is not permissible to throw the ball at another player; it must always be tossed in the air. Any player who does not catch the ball, but instead is touched by it, is "dead" (out of the game), and must sit down. Each player tosses the ball upward in some new direction as soon as he receives it. This play continues until only one player remains standing, who is considered the winner.

DODGEBALL

This is one of the most popular gymnasium or playground games. It is here described first for an informal game; then in three forms for an athletic contest, the latter as developed by Mr. William A. Stecher; and lastly, for use in the schoolroom. Forms II, III, and IV are for match games.

I. Dodgeball (informal; players not in teams).
II. Circle Dodgeball (one team forming a circle, the other team standing within).
III. Double Dodgeball (two teams in a three-court field).
IV. Progressive Dodgeball (three teams in a three-court field, changing courts at the end of each inning).
V. Schoolroom Dodgeball.

DODGEBALL

(Informal)

10 to 60 players.

Playground; gymnasium.

Basket ball.

This game is a very popular gymnasium or playground game. An informal mode of play is here described. For match games between competing teams more strict athletic procedure is necessary, and three such forms of the game follow.

The players are divided into two even groups. One group forms a circle (this need not be marked on the ground). The larger the circle the more sport in the game. The other group stands within the circle, scattered promiscuously. The object of the game is for the circle men to hit the center men with a basket ball, the center men dodging to evade this. They may jump, stoop, or resort to any means of dodging except leaving the ring. Any player hit on any part of his person at once joins the circle men. The last player to remain in the center is considered the winner. The groups as originally constituted then change places for the next game, the center men becoming circle players and the circle men going to the center.

There is no retaliatory play of the ball by the center players; they merely dodge it. The ball is returned to the circle either by a toss from a center man or by a circle man steppng in for it if it should not roll or bound within reach. When two center men

are hit by one throw of the ball, only the first one hit leaves the center.

CIRCLE DODGEBALL

10 to 60 players.

Playground; gymnasium.

Basket ball.

GROUND. — A circle is drawn on the ground. For practice play, a temporary marking may most quickly be made by the players forming a circle, dropping hands, and each player then marking the arc of the circle in front of himself, joining it to those of the adjacent players. For match games the circle should be marked in advance and should be accurate, and measure thirty-five feet in diameter.

TEAMS. — Any number of players may take part. They are divided into two equal teams, one of which stands around and outside of the circle; the other team is grouped promiscuously within the circle. There are no officers of the teams, but for match games a referee is necessary, who should also act as score keeper.

OBJECT OF GAME. — The object of the game is for the outer or circle team to hit the players of the inner team with a basket ball, any player so hit being "out" and having to leave the game. With one slight exception, explained farther on, only the inner players score, and this on the basis of the number of players left in the circle when time limits are called. There is no retaliatory play from the inner team.

START. — The game starts on a signal from the referee with the ball in the hands of the outer circle. The referee blows his whistle for play to cease whenever an inner player is fairly touched with the ball, and again for play to resume. He also signals for time limits explained under "Score."

RULES AND POINTS OF PLAY. — The players in the outer team must not step within the circle when throwing. A center player hit by such a throw is not out.

A ball that does not hit a center player is usually recovered by the outer circle by rolling or otherwise making its own way to the opposite side of the circle. If a ball remains in the circle or rebounds into it, one of the outer team may run in to get it. He may

throw it while within the circle to one of his teamsmen who is in place outside the circle; or he may return with it to his own place and throw from there; but he may not throw at one of the inner players while himself within the circle.

The inner team does not play the ball: it only dodges the ball. Any tactics may be used for this except leaving the ring. The dodging may be done by stepping quickly in one direction or another, by twisting, stooping, jumping, or any other methods that suggest themselves.

A player of the inner team hit on any part of his person or clothing by a ball is out. This may be either from the ball on the fly or on a bounce, or rolling. Only one player may be put out for one throw of the ball. Should two players be hit by one throw of the ball, the first one touched by the ball is the one to go out. When a player is hit, the referee blows his whistle, the play ceases, and the player hit quickly leaves the circle. The referee blows his whistle again for the play to resume; but should the hit player not then have left the circle so that he may be hit a second time, such a second hit scores one point for the opponents.

SCORE. — The game is played in two halves of ten minutes each, the teams changing places at the end of the first half. The main scoring is done by the inner team, which scores one point for each player left within the circle at the end of its half. The only other scoring is by the outer team whenever a player is hit a second time before leaving the circle, each such hit scoring one point for the throwing party.

The team wins which at the end of the second half has the highest score from these two sources together.

The game as here given was developed by Mr. William A. Stecher.

DOUBLE DODGEBALL

20 to 60 players.

Playground; gymnasium.

Basket ball.

The game is played by two opposing teams in a three-court field, instead of by three teams in such a field as in Progressive

Dodgeball. One team takes its place in the center court, and the opposing team is equally divided, one half going to each of the end courts. The teams must be of equal numbers, and for match games have sixteen players on each.

The game is played in two halves of ten minutes or less each. At the end of the first half the teams change courts.

The rules for play are exactly the same as for Progressive Dodgeball. The main difference in the games is in the smaller number of opponents in the end courts.

This game was devised by Mr. William A. Stecher.

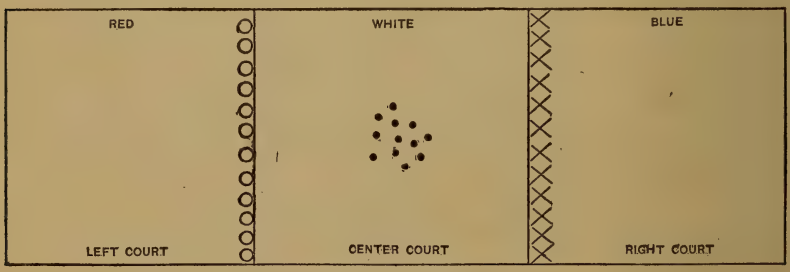
PROGRESSIVE DODGEBALL

15 to 100 players.

Playground; gymnasium.

Basket ball.

GROUND. — The ground is divided into three equal courts, each 30 × 30 feet. The end courts may be shorter if full space be not available.



PROGRESSIVE DODGEBALL

TEAMS. — The players are divided into three equal teams, which for convenience may be designated by colors, Red, White, and Blue. There are no officers for the teams, but one referee for the game, who should also act as score keeper, is desirable, and for match games necessary. At the opening of the game the two outer teams line up, each on its inner boundary line, each player standing with one foot on the line. The center team is grouped promiscuously near the middle of the center court. The teams change courts

at the end of each inning, and the formation or line-up just described is resumed at the opening of each inning.

OBJECT OF THE GAME. — The game consists in hitting players with a flying ball (not a bounce), any player so hit being out and leaving the field. For this purpose the two end teams play against the center team (but not against each other); and the center team also plays the ball in a retaliatory or aggressive game, trying to hit players on either of the end teams.

START. — The game is played in three innings, each of five or more minutes' duration. Each inning begins with the teams in the formation shown in the diagram and described under "Teams," except that the different teams will be in different courts for each inning.

The referee puts the ball in play by tossing it to the center team (say the Whites, as shown in the diagram), and at the same time blows his whistle as a signal for the game to open. The referee also blows his whistle whenever a player is hit so as to be out (*i.e.* hit by a ball "on the fly," not on a bounce). The hit player at once leaves the field, and play is resumed by the referee's whistle and tossing of the ball to the center team as at the beginning. The referee also calls time for the close of innings. After the ball has been put regularly in play, teams may only secure the ball when it is "dead," *i.e.* when it has not just been played by an opponent, but has stopped, rolled, or bounced into its own court.

RULES AND POINTS OF PLAY. — After the referee has put the ball in play by tossing it to the center team, the player catching it runs to either the left or right boundary line of his field and throws the ball at one of the opposing players (Red or Blue). These players, meanwhile, immediately upon hearing the whistle to start, should have run toward the rear of their respective courts to lessen the chances of being hit. Should the White player succeed in hitting a player on the Red or Blue team, the referee's whistle is blown, the hit player leaves the field, and the game starts over again as at the beginning. Should the White player fail to hit one of the opponents, the latter try, in turn, to secure the ball before it rebounds or rolls back into the center court. The player who gets it either runs up to the boundary line and throws at the Whites, or passes the ball to some other player of his own team who does this. The Whites naturally scatter to the farther boundary line of their court to avoid

being hit. Should the ball fail to hit a White player, it is most likely to go entirely across to the Blue court, where one of the Blue team should catch it, and in turn try to hit the Whites.

The end teams (in this case Red and Blue) play against the center (White), but not against each other. The center team plays against both end teams. Thus, a player in either of the end teams may be hit by a player on the center team, but it is not a part of the game for these end teams to try to hit each other. A ball thrown by either end team across the center court may be caught, however, by a player on the opposite end.

INNING	1	2	3	TOTAL LOST PLAYERS
RED	0	3	7	10
WHITE	5	1	2	8
BLUE	2	6	1	9

SCORE CARD FOR PROGRESSIVE DODGEBALL
WHITE TEAM WINS

A player is not out if hit by a ball that rebounds, whether from the floor, another player, a wall, or any other object.

A player is not out if the thrower of the ball overstepped the boundary lines while throwing.

The only kind of a hit that puts a player out is one from a ball "on the fly" thrown from behind a boundary line.

Players may dodge in any way they choose, but a hit from a flying ball on any part of the person or clothing puts a player out.

At the close of each inning (of five or more minutes) the teams progress or change courts in regular order, from right to left. That is, the Blue team moves to the center, the White team to the left court, and the Red team to the right court. For the third inning another change is made in the same direction, the Reds going to the center, the Blues to the left court, and the Whites to the right court. Thus, in the three innings each team will have played in each court.

When a new inning is started and the teams change courts, all players who have been hit and are out return to their teams. Each inning begins, therefore, with full teams.

SCORE. — A score is made for each team for each of the three innings, and consists of a count of the players who have been hit

(put "out") during the inning. The team wins which at the close of the three innings has the smallest score; that is, has had the smallest number of players hit.

It adds much to the interest of a game to have the score posted on a bulletin in sight of the players. But whether on a bulletin or card, the accompanying form is desirable.

This game was devised and developed by Mr. William A. Stecher.

SCHOOLROOM DODGEBALL

10 to 60 players.

Gas Ball.

The players are evenly divided into two teams. One team takes its place around the outer edge of the room; the players of the other team scatter through the aisles or seats, which latter should be turned up if possible. The outer team tries to hit the inner team with the ball, any player so hit taking his place in the outer team and joining in its play. The player who remains longest in the center is considered to have won.

Only a hit from a ball on the fly counts. A hit from a bounce does not put a player out. If a ball touches any part of the clothing or person, it is considered a hit. If two players are hit by the same throw, only the first one hit is considered out. Players may dodge the ball in any way. The ball is returned to the circle players by a toss from one of the inner team, should it be out of reach of any player of the circle team.

If desired, the hit players may leave the game instead of joining the outer circle. This leaves the teams intact, and each then keeps a separate score.

If successive games be played, the teams change places, the inner players going to the circle, and *vice versa*. The game may then be played in innings if desired, each team to be given three minutes in the circle. One point is then scored against a team while in the center for every player hit, and the team wins which has the smallest score at the end.

DOUBLE CORNER BALL

14 to 100 players.

Gymnasium; playground.

2 basket balls.

This game is one of the comparatively few in which a large number of players may be kept actively engaged at the same time. The game was developed by Miss Caroline M. Wollaston of New York City, through whose kindness it is here given. There are practically two games going on at once, in which each player participates in rotation.

GROUND. — The ground for this game should be outlined in a square measuring about forty by forty feet. In each corner is marked a small goal, the two goals at one end belonging to one team, say the Blues, and the two goals at the other end belonging to the opposing, or Red, team. Near the center are marked two small circular goals for the throwers of the different teams. The thrower for the Red team stands in the center goal farthest removed from the red corners; the thrower for the Blue team in the goal farthest removed from the Blue corners.

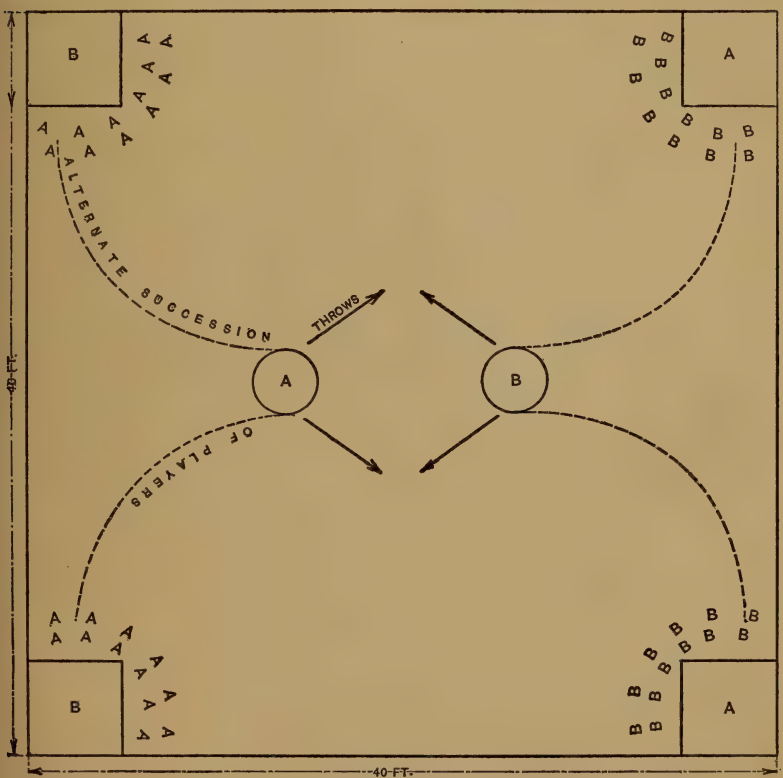
Two basket balls are needed for the game.

TEAMS. — Any number of players, from fourteen to one hundred, may play. These are divided into two teams. While it is advisable to have the two teams even in numbers, an odd player may be assigned to either team.

Each team chooses its own captain. Each captain selects two goal keepers, players who can jump and catch well being best for this position. These two goal keepers are assigned to goals at the same end of the ground, each being guarded by guards from the opposite team. If desired, a halt may be called during the game, and the goal keepers changed for others designated by the captain. This is sometimes desirable to rest players filling this arduous position, and sometimes for the purpose of distributing among the players opportunities for this kind of play.

The remaining players are guards, and are divided by the captain into two parties, one for each of the opponents' corner goals. The following method has been found to work quickly and well for this

purpose: The captain lines up his players and numbers them, taking any number that he chooses for himself. Those having odd numbers are sent to guard one goal, and those having even numbers to guard the other goal. Each guard should remember well his



DOUBLE CORNER BALL

number, as there is a constant rotation of players according to number.

OBJECTS OF GAME.—The first object of the game is for a thrower on the center base to throw a ball to one of the corner goal men of his own team; each ball so caught by the goal keeper scores. One very distinctive feature of this game is the fact that each guard becomes, in turn, thrower for his team.

Another object of the game is for the guards to prevent the corner

goal men from catching the ball. This is not only for defensive play, to prevent the opponents from scoring, but has a positive value, there being a separate guard score, each ball that a guard catches and holds scoring for his team. This scoring for catches by the guards has the advantage of calling for especially active work from the guards, with much jumping in it, and leads to skillful play for catching the ball so as to hold it instead of merely touching it.

START. — The game starts with Number One of each team in his respective throwing base in the center, the guards being disposed in one or two ranks around the goals they are to guard. Each center baseman holds a ball, which he puts in play at the referee's whistle, or other signal, by throwing to one of the corner goal keepers of his team.

Each guard, as he becomes thrower, throws only to the corner on his side of the field. For instance, the guards bearing odd numbers being on the right side of the field, when player Number One throws from the center base, he will throw to the corner man on the right. Similarly, when player Number Two takes his turn at the throwing base, he will throw to the corner goal on the left-hand side of the field, as his party of guards are stationed at the left-hand side.

RULES AND POINTS OF PLAY. — The game opens with guard Number One in the center base, ready to throw the ball to the corner. Each thrower has but one throw at a turn, whether it be successful or not. Immediately that a thrower has tossed the ball, he steps back to his place among the guards, and the guard bearing the next number steps into the throwing base. The players must keep their own watch for turns to do this, and each should therefore observe at the opening of the game which guard bears the number next before his. This will be a player in the opposite division of guards of his team, as the odd numbers are guarding one corner and the even numbers another.

When each player of a team has thrown from a center base, the numbers begin over again in regular rotation. Thus, if Number Sixteen be the last thrower, Number One follows him.

Whoever catches a ball thrown to a corner, whether it be the corner goal keeper or one of the guards surrounding him, throws the ball immediately back to the center base, supposedly to the

next player, who should have stepped at once to the base when the previous thrower left it. Should this next player not have reached the center base in time to catch the ball, he picks up the ball and throws it to the proper goal keeper; but it behooves a player to be at the center base in time to catch a ball returned from a corner, because every such catch scores.

A ball caught on the center base is, of course, a return ball from the corner to which a predecessor threw it, and must be a fair throw, whether sent by one of the opponents' guards or his own goal keeper.

It may make clearer the rotation of the play to illustrate as follows: The game opens with Number One ready on the center base belonging to his team. His group of guards, that is, those bearing the odd numbers, are guarding the corner behind him on the right-hand side of the field. He therefore throws the ball on the referee's signal to the corner goal keeper for his team at the opposite end of the ground on the right-hand side. Immediately that he has thrown the ball, he steps back among his group of guards bearing the odd numbers, and Number Two of his team, who belongs to the group of guards on the left-hand side of the field, steps forward at once to the center base. Meanwhile, the ball may have been caught by the goal keeper to whom it was thrown, or by one of the guards surrounding him. It is at once tossed back to the center base from which it came, and Number Two guard should be there to catch it.

Number Two then throws the ball to the goal keeper for his team on the left-hand side of the ground. Whoever catches it at once throws it back to the same throwing base, and Number Three should be there to receive it, Number Two having returned to the ranks of his guards. So the game goes on, the guards each taking a turn at the throwing base, and each throwing the ball to the corner goal keeper on his side of the field.

Meanwhile, the same sort of game is being played by the opposite team, two balls being in play at once, and each guard taking part in each game for each team, according as he is guard around an opponent's corner goal or a thrower from the center base to his own goal men.

Each goal keeper and thrower must keep one foot in his goal or base. It is thus permissible for a goal keeper to step out of his

goal with one foot, or lean far out of the goal to catch the ball. Of course the best kind of a throw to a goal keeper is a high curved ball that will go over the heads of the guards and fall within his goal. No guard may step within the goal he guards.

Violation of the rules about overstepping territory constitutes a foul, and scores for the opposing team.

Very alert and rapid play is needed to make this game a success. As one team (Blues) may play faster than the other (Reds), it is not necessary that Number Six of the Red team and Number Six of the Blue team, for example, should be on the center throwing bases at the same time. The two games go on independently of each other.

FOULS. — The overstepping of boundaries in ways not allowed by the rules score one for the opponents.

SCORE. — A goal keeper scores one point for his team every time that he catches a ball which has not been touched by one of the guards around his goal. A ball caught by a goal keeper after being touched by a guard does not score.

In addition to the score made by goal keepers, a guards' score is kept, each player counting the number of balls he catches and holds, no matter where he be standing, whether in his position as guard or in the center base from which he is to be thrower. Such a catch by a guard scores one point, the guards reporting their points at the end of the game. Touching the ball does not score under any circumstances. It must be caught and held.

Fouls score for opponents, as stated under "Fouls."

The score for the game for either side is the sum of all of the balls caught, according to the above rules, by the goal keepers and guards on that side. The game is usually played on time limits of from twenty to forty minutes.

For experienced players, scoring by guards may be omitted if desired. The particular object of this feature is to encourage guards to expert work in catching the ball, instead of merely interfering.

DOUBLE DODGEBALL

(See *Dodgeball*)

DRIVE BALL

DRIVE BALL

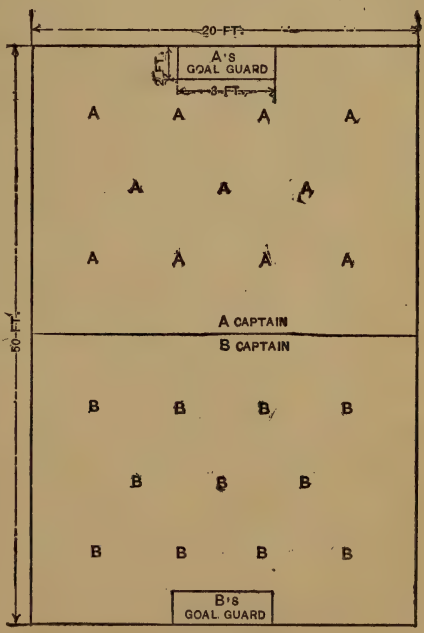
10 to 30 players.

Playground; gymnasium.

Basket ball; volley ball.

This is one of the most interesting games for players beginning to care for team work. The writer has known some boys to play the game persistently for several seasons in succession.

GROUND. — A court measuring from thirty to fifty feet in length by twenty to thirty in width is divided into two equal parts, forming two courts, each of which should be a little wider than it is long. A goal about two by four feet is marked in the center rear of each court, within the boundary lines. It facilitates the game if the end of each court may be a wall or fence, and thus make sort of a backstop behind the goal.



DRIVE BALL

Each court has bases marked at even distances over its surface, wherein the different players stand. These may be marked simply as a cross for a footmark, or a small circle or square. There is no particular arrangement for these, the only object being to scatter the players, no mass play being allowed in the game.

PLAYERS. — The players, of no stipulated number, are divided into two equal teams. Each team appoints a captain, who stands at the middle of the dividing line and is responsible for the discipline of his team; a goal guard, whose duty it is to keep the ball from the goal and who stands in the goal; and from six to twelve players,

each assigned a certain spot marked as his territory and from which he may not move more than two feet.

OBJECT OF GAME. — The object of the game is to throw the ball into the opponents' goal.

START. — The ball is put in play by being placed on the ground at the center of the dividing line between the two captains. At a signal from an umpire, each captain hits the ball with his fist. The ball is thereafter kept moving rapidly back and forth from one court to the other, hit always with the fist. After being caught or otherwise stopped, it should be bounced or thrown from one hand and hit with the fist.

RULES. — No player may move more than two feet from the base assigned him. At no time may players do mass work. Whenever a goal is made, the ball is again started from the center by the two captains. The goal guard may not step out of the goal, even with one foot. The ball must always be hit with the closed fist.

FOULS. — It is a foul to kick the ball; to hold it; to throw it with both hands or in any way except by batting with the closed fist; it is a foul to cross the dividing line. Each foul scores one point for the opposing team.

SCORE. — Whenever a ball touches the ground inside of a goal, it scores two for the batting side. Fouls count for the opposing side, as above stated. The game is played in three rounds of fifteen minutes each, with a rest of five minutes between. The teams change courts for successive rounds. The team wins which has the highest score at the end of the third round.

EMPEROR BALL

(See *Captain Ball* — IV)

FIST BALL

6 to 30 or more players.

Playground; gymnasium; parlor.

Volley ball; basket ball; gas ball.

This game is very similar to Volley Ball, but differs from that game in the fact that the ball is hit with the fist instead of the open hand; that the ball may bound on the ground; and that the general rules are simpler. For large numbers two balls may be used, as described at the end.

GROUND. — The ground should be, if possible, one hundred feet long and sixty feet wide, with clearly defined boundaries. Across the center of the ground a rope or cord is stretched, head high, which divides the ground into two equal courts. If desired, each court may be divided into small squares, one for each player, to prevent mass play.

PLAYERS. — The players are divided into two equal teams, each of which scatters promiscuously over the court unless assigned to squares as described above. The players in each team should be numbered consecutively to facilitate rotation in serving. One officer will be needed to act as umpire and scorer.

OBJECT OF GAME. — The object of the game is to send the ball back and forth across the stretched cord, striking it only with the fist. The game is defensive; that is, the scoring is done by one party when the opponents fail to return the ball or to keep it properly in play.

START. — The ball is put in play by a regular serve at the opening of the game, after each point scored, and after going out of play. The players take turns in serving for their team, being numbered before the game opens. The sides alternate in serving after a score.

The player who serves the ball should stand at a central point ten feet from the dividing line, and may serve the ball in two ways. He may bound it and bat it with the fist over into the opponents' court, or he may hold it above his head, let go of it, and as it falls serve it with his fist. The ball must go over the line to be in play. Should a server fail in this, the ball must be handed to the opposite side, which then has a trial. After a ball has otherwise gone out of play, it is served anew by the side responsible for the failure.

RULES AND POINTS OF PLAY. — The ball must cross into the opponents' court above the cord to score or be properly in play.

A ball to score its highest (two points) must be returned after a serve without bounding, although any number of players may hit it or keep it in the air before sending it back over the line. A ball may bound once before being returned and score less (one point). It is out of play if it bounds twice without being hit between the bounds.

Several methods of play are permissible, but the rule is invariable

that the ball must always be hit with the closed fist, and always from underneath, except for sending it across the line. It must reach the opponents' court from a blow and not from a bound. Either fist may be used in striking a ball, but never both at once. A player may "dribble" the ball in the air before batting it over the line to the opponents; that is, he may keep it in the air by hitting it from underneath with his closed fist ("nursing" it) until he is prepared to bat it with his fist. A ball hit with the forearm is considered properly in play except for a service. Several players on one side may play on the ball before sending it into the opponents' court. In doing this the ball may bounce once after every time it is hit with the fist.

A ball is out of play (1) when it passes under the line or touches the line; (2) when it touches the ground twice in succession without being hit between the bounds; (3) when it touches the ground outside the boundaries from a blow; (4) when it bounds out of boundaries. Whenever a ball is put out of play in these ways, it is sent back to the side responsible for the failure, and they must put it in play again.

Whenever a side scores a point, the ball must again be put into play with a regular serve, the sides taking turns in this, and each player on a side serving in turn.

SCORE. — The score is made by both sides and is for returning the ball. If returned to the opponents without touching the ground, it counts two points for those returning it. A ball which touches the ground once before being hit back over the line scores one point. The game consists of twenty-five points.

After each game the two sides exchange courts.

FOR LARGE NUMBERS it is very desirable to have two or more balls in play at once. They are served simultaneously from opposite sides of the ground, at the opening of the game. There should be one score keeper for each ball.

FOR THE PARLOR.— This game may be played in the parlor with a light gas ball measuring four or five inches in diameter, or with a child's gas balloon. The same rules apply as in other forms of the game.

FOOTBALL TAG

5 to 30 or more players.

Playground; gymnasium.

Football.

Each of the players has three points at the beginning of the game. The players are scattered promiscuously over the ground or gymnasium. One player, who is It, has a football which he kicks lightly toward any other player, the idea being to tag some other by mere touch of the ball. Any one so touched or tagged by the ball loses one of the three points with which he started, and also becomes It, trying in turn to kick the ball so it will tag one of his fellows. There are no restrictions as to the moving about of players to evade the ball. The latter must not be touched with the hands, nor may it be kicked higher than the chests of the players. Any one infringing these rules loses one point for each offense, and remains It until he successfully tags some one according to rules. Any player who loses his three points is out of the game, and the player wins who remains longest in the field.

HAND BALL DRILL

(Preliminary Ball)

1 to 100 players.

Playground; gymnasium.

Hand ball; bean bags.

When little children first begin to handle a ball the size of an ordinary hand ball, the acquirement of skill in tossing and catching is not altogether easy. Experience with such children has shown that some preliminary drill is very desirable as a preparation for the ball games. This drill may itself be done in the play spirit and made very interesting.

The various movements described may be general (by the class in unison) in time to music or counting; or they may be done individually or with partners as indicated, irrespective of the time in which other individuals or partners are working.

In the latter method the play may be competitive, the pupils counting the number of times in which they bound or toss or catch without missing, the one reaching the highest number winning.

It will be noted that the drill seeks to cultivate equal skill of both hands. This is very desirable in many games and should be done aside from any theories as to the value of ambidexterity.

I. HAND BALL DRILL (ELEMENTARY)

A. BOUNDING

INDIVIDUAL PLAY

1. Bound, and catch with both hands, palms *upward.*
2. Bound, and catch with one hand (right, then left), palm *upward.*
3. Bound, hit to rebound once, and catch with one hand (right, then left), palm *upward.*
4. Bound, and catch with one hand (right, then left), the palm *downward* in catching ("dog snack").
5. Bound, hit to rebound twice, or more times, and catch with one hand (right, then left).

WITH PARTNERS

(If there be many players they may stand in long ranks facing each other for these drills, or in separate couples scattered promiscuously over the ground. In either case they should begin with a comparatively short distance, say of three feet, between partners, and gradually increase the distance.)

1. Bound to partner, who will catch with both hands.
2. Bound to partner, who will catch with one hand (right, then left), palm *upward.*
3. Bound to partner, who will catch with one hand (right, then left), palm *downward.*
4. Bound to partner, who will return ball by hitting it for a rebound without catching it. This may be kept up between the two indefinitely.

B. TOSSING

INDIVIDUAL PLAY

1. Toss, and catch ball with both hands.
2. Toss, and catch with one hand (right, then left), palm *upward.*
3. Toss, and hit it to retoss in the air without catching (right hand, then left), palm *upward.*

WITH PARTNERS

1. Toss ball to partner, who will catch with both hands.
2. Toss ball to partner, who will catch with one hand (right, then left), palm *upward.*
3. Toss ball to partner, who will catch with one hand (right, then left), palm *outward* ("dog snack").

C. BOUNDING AGAINST WALL

INDIVIDUAL PLAY

1. Throw ball upward against a wall, allow it to bound once, and catch with both hands.
2. Throw ball against wall, bound once, and catch with one hand (right, then left), palm *upward.*
3. Throw against wall, bound once, and catch with one hand (right, then left), palm *downward.*
4. Throw against wall and catch without bounding on the ground with one hand (right, then left), palm *upward.*
5. Throw, and catch without bounding on ground, with one hand (right, then left), palm *outward.*

WITH PARTNERS

1. Repeat the above throws against the wall, the partner catching in each case as designated in the list.

II. HAND BALL DRILL (ADVANCED)

A. TOSSING

INDIVIDUAL PLAY

1. Toss or throw the ball straight upward as high as possible; catch it in one hand (right, then left), with palm *upward.*
2. Toss or throw the ball straight upward as high as possible; catch it in one hand (right, then left), palm *outward* ("dog snack").
3. Hold out one arm, say the left, straight in front at shoulder level; holding the ball in the right hand, swing the right arm outward in a full circle; toss the ball upward from under the outstretched arm, and catch with the hand that threw, palm *outward.*
4. Repeat this throwing with the left hand, holding out the right.

5. Toss the ball sideways over one's own head, and catch on the opposite side. This is done as follows: Holding the ball in the right hand, swing the right arm out sideways, and from about shoulder level toss the ball over the head toward the left side. Catch it on the left side near shoulder level with the left hand, palm upward or outward.

6. Reverse, tossing from the left hand and catching with the right.

7. Toss the ball under the upraised knee as follows: Holding the ball in the right hand, raise the right knee upward, bent at an angle, swing the right arm in circle outward, and toss the ball upward from under the knee; that is, from the inner side of the leg; catch with the hand that threw, palm *outward.* Repeat with the left hand and knee.

8. Throw the ball upward behind the back, so that it comes forward over the opposite shoulder, as follows: Holding the ball in the right hand, circle the right arm outward, bend the arm behind the back, toss the ball upward over the left shoulder, and catch it over the head or in front with the hand that threw, palm outward. Reverse, using the left arm and throwing over the right shoulder. When this is first tried the ball may not be thrown very high or very well as to direction; but it is a fascinating throw to practice and may soon be done with a high toss and very accurately.

HAND FOOTBALL

10 to 30 or more players.

Playground; gymnasium.

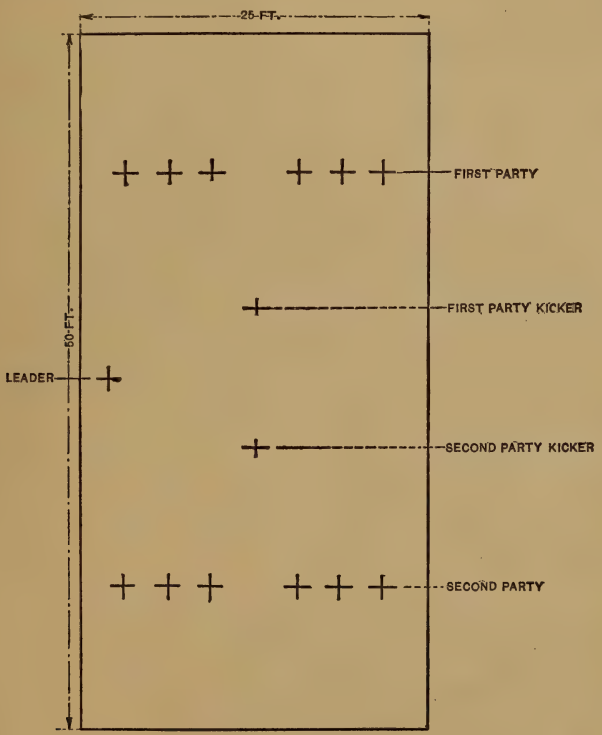
Basket ball.

GROUND. — The ground should be marked off with boundary lines, which should inclose a space at least fifty feet long by twenty or twenty-five wide. For expert players a much larger ground is desirable. Ten feet from the rear boundary line at either end of the field, another line is drawn, on which the players line up.

PLAYERS. — The players are divided into two equal teams, each of which selects a kicker for the ball. There should also be one leader who serves for the two teams. The kicker for each team stands five feet within his half of the ground measuring from the

center, and should be halfway between the two side boundary lines. The rest of the players for each team line up on the line previously designated for that purpose. The leader stands at one side of the field near a boundary line.

OBJECT. — The object of the game is to kick the ball over the heads of the opposing team.



HAND FOOTBALL

START. — The leader puts the ball in play by throwing it so it will touch the ground between the two kickers. Both kickers at once run for the ball and try to kick it over the heads of their opponents.

RULES AND POINTS OF PLAY. — The players on the line-up may intercept the ball only with their hands. They may not grasp or kick the ball, but merely bat it with the hands. At no time may they leave their places on the line.

SCORE.— A point is scored whenever a kicker succeeds in sending the ball beyond his opponents' line-up. Players then exchange fields for the next round. Ten points win the game.

HOME RUN

10 to 60 players.

Schoolroom.

Gas balls or bean bags.

Arrange the players so that all the rows are filled and the same number in each row. No. 1 in each row has a bean bag or ball, and at the word "Start!" stands and throws the bag or ball to No. 2, who also stands at the word "Start." No. 2 throws it back to No. 1 and sits down while No. 1 throws the ball to No. 3, who stands up as soon as No. 2 is seated. No. 3 throws it back to No. 1 and the game continues until No. 1 has thrown the ball to the last player in the row. When No. 1 receives the ball from the last player, he lays it down on the desk and runs to the seat of the last player, while all players move up toward the front one seat. No. 2 in the row then becomes No. 1, and tosses the ball as his predecessor did. The game continues until the original No. 1 reaches his original place and calls "Home run!" thus scoring a point for his row and starts again. The row scoring the most points during fifteen minutes becomes the winner.

This game was originated by Miss Amy A. Young of Cleveland, Ohio, and was submitted in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. This game was one that received honorable mention, and is here published by the kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, who publish the handbook in which the game first appeared.

LINE BALL

10 to 60 or more players.

Schoolroom.

Gas balls; bean bags.

For this game a line should be drawn on the floor across the front of the schoolroom, a short distance in front of the blackboard.

One player from each row of seats takes his place toeing this line. Another line is drawn at the front of each aisle even with the edge of the front desks. The game consists in a tossing of the ball from the leader on the forward line to different players, who take their places in turn on the line at the head of the aisle. Each row of seats should contain an even number of players, as the different lines compete with each other.

The first players in the rows rise from their seats on a given signal, toe the line at the head of their aisle, and catch the ball, which should be tossed to them immediately by the leader who stands opposite. This player quickly returns the ball to the leader by means of another toss, and sits down at once. His sitting is a signal for the player next behind him to run forward to the line, catch the ball from the leader, toss it back to the leader, and reseat himself. This continues until every player in the line has caught and returned the ball, when the leader should return to his seat and hold the ball up at arm's length, as a signal that his line has finished. The line wins whose leader is the first to do this.

For a more advanced form of this game, see *Home Run.*

LINE CLUB BOWLS (DOUBLE)

(See also *Line Club Bowls (Single); Center Club Bowls; Circle Club Bowls.*)

2 to 60 or more players.

Playground; gymnasium; schoolroom.

Hand ball; bean bag; Indian clubs.

This game is like Single Club Bowls, except that the object of the play is to pass the ball or bean bag between a pair of upright Indian clubs, instead of trying to knock one over.

If there be a few players, one pair of clubs is set up for each player, with an interval between them two inches wider than the diameter of the ball that is used. At from ten to twenty feet from the clubs a line is drawn on which the players stand to throw. The players slide the bag over the floor or roll the ball; all play at once, each player scoring one if his ball or bag goes between the clubs without knocking them over. The clubs are then put in order if displaced, the balls or bags gathered up, and the players return to the starting line and bowl again.

The player wins who first scores twenty-five or fifty, as may be determined before the game opens.

Where there is a **large number of players**, the same form of play is used with the players in relay formation; that is, they should be divided into groups of equal numbers, each group lining up in single file before the starting line, and each member of the group bowling in turn.

The group or team with the highest score when all have bowled wins.

LINE CLUB BOWLS (SINGLE)

(See also *Line Club Bowls (Double); Center Club Bowls; Circle Club Bowls.*)

2 to 60 or more players.

Playground; gymnasium; schoolroom.

Basket ball; hand ball; bean bag; Indian club.

This game differs from Double Club Bowls only in the object of the play. In Single Club Bowls the object is to knock over one Indian club which stands alone. In Double Club Bowls the object is to bowl the ball or bean bag between two upright Indian clubs without knocking them over.

Any kind of ball or bean bag may be used for this game. If there be **few players**, one Indian club is set up for each player, all clubs being widely separated and on a given line. At from ten to thirty feet from this club line a second line is drawn, on which the players must stand to play. The players all slide the bag over the floor or roll the ball, at once, each player scoring one when he knocks over his Indian club. The clubs are then replaced, the balls or bags gathered up, and the players return to the starting line and bowl again.

The player wins who first scores twenty-five or fifty, as may be determined before the game opens.

Where there is a **large number of players**, the same form of play is used with the players in relay formation; that is, they should be divided into groups of equal numbers, each group lining up in single file before the starting line, and each member of a group bowling in turn for the club. After each player has bowled, he should replace the club and bring back the ball or bean bag to the next player. In this form of the play it is not necessary for

the different rows to throw simultaneously, unless that be desired as a question of order or to facilitate the scoring. The row or team which makes the highest score wins.

LINE ZIGZAG

(See *Zigzag Games.*)

MOUNT BALL

10 to 100 players.

Playground; gymnasium.

Basket ball; hand ball.

This is a game of ball played by half of the players while mounted on the backs of the other players. It is therefore desirable that the players be paired off so that the two in each pair should be of nearly equal weight and size.

The players form a circle in pairs. To do this they line up two abreast, each with his selected partner. This double line then marches in circle, halts, and faces inward. This will form two concentric circles. There should be considerable space between couples; in other words, the circle should be rather large in comparison with the number of players. It is then decided by a toss-up or otherwise which of the two circles shall first be "ponies" and which shall be riders. The ponies bend forward from the hips, pressing their hands against the knees, or thighs just above the knees. The knees should be stiff, not bent. The backs are thus bent forward and the riders mount, straddling the shoulders of the players who are ponies.

The ball is put in play by being tossed from any player to another, and the game consists on the part of the riders in trying to keep the ball in as active play as possible in a simple game of toss and catch, and on the part of the ponies in trying to prevent the catching of the ball. To do this the ponies must grow restive and turn around in any way they see fit, but must not lose their general places in the circle.

When a rider fails to catch a ball, all of the riders must at once dismount and run in any direction; the pony belonging to the rider

who missed the ball picks up the ball immediately, and as soon as he has it calls "Halt!" All of the riders must then stand still, and the player who holds the ball tries to hit his recent rider. The rider aimed at may try to evade the ball by stooping or jumping, but must not otherwise leave his place on the floor. During this part of the play the other ponies remain in their position in the circle, so that the one who is throwing the ball will not confuse them with the riders. If the player (pony) who throws the ball at his dismounted rider succeeds in hitting him, all of the ponies and riders exchange places, the riders becoming ponies and the former ponies mounting them. If the player aiming the ball at his dismounted rider does not succeed in hitting him, the riders remount and the game goes on as before.

It is not permissible for a rider to hold a ball at any time, no matter how difficult his position at the moment may be; he must toss it at once. It is well to have a leader, whether one of the players or not, who watches for mistakes, gives the commands to mount and dismount, and announces misses and hits.

This game was played by the ancient Greeks, and is found in various forms in many countries. It is needless to say that it is one of the more strenuous games. When properly played it contains great sport.

NINE-COURT BASKET BALL

18 to 60 players.

Playground; gymnasium.

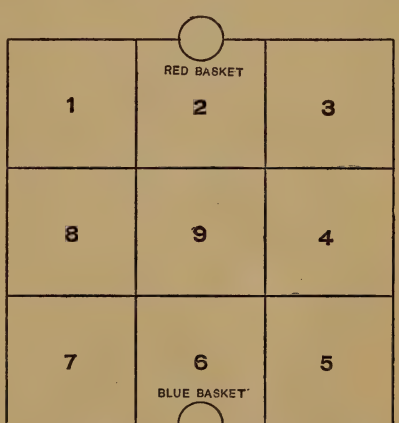
Basket ball.

This is one of the comparatively few games that gives a large amount of activity to a large number of players playing at the same time. The game as here given is the invention of Miss Cora B. Clark and Miss Caroline M. Wollaston of New York City, by whose kind permission the game is here printed. It has proven to be a most popular and interesting game.

GROUND. — The playground or court should measure about forty by forty feet in outside dimensions, the basket ball goals being placed at the usual height (ten feet) on opposite sides of the court. One basket belongs to each team. For instance, the teams are designated as Red and Blue; one basket belongs to the Red team and

the other to the Blue team. The ground is then further divided into nine even squares. This may be done in any of the usual lining methods as described on page 301. The small squares are numbered in consecutive order around the outside, starting in one corner; the ninth one is in the center. When players are learning the game it may be advisable to mark these numbers on the ground, but for players familiar with the game this may be dispensed with.

TEAMS. — While from eighteen to sixty players may play this game at once, eighteen makes the best playing number. Where there is a larger number it may be found best to divide them into two sets, each set to play for ten minutes and then give place to the other, and so on alternately.



NINE-COURT BASKET BALL

The players are divided into two teams, each with a captain. The teams are chosen by the following method:

The players are lined up according to height and either by marching (one to the right and one to the left) or by numbering off (the even numbers stepping out of the line) are divided into two files standing side by side. Each file constitutes a team, and each member of a team is paired off with the opponent standing in the file beside him. By this method the two opponents forming a couple are of practically equal height.

The couples are numbered as they pair off, the number indicating to which court they shall go for the opening of the game. Thus, couple Number One will go to the small court marked 1, couple Number Two to the court marked 2, etc. Should there be more than nine couples, the tenth couple will go to court number 1, the next couple to court number 2, etc. Usually only one or two couples go to each small court, but sometimes three or four couples

must be so assigned, to accommodate a large number of players. Where there are so many, however, it will be found best to divide the number into halves, one half playing at a time, as previously mentioned. Should there be an odd player (without a partner), he is placed in the center court (number nine), and remains there throughout the game. A good leader, however, will see that some player changes off with this odd individual during the game.

It will thus be seen that each court contains an equal number of players of each team. For instance, if there be but two players in a court, one of them belongs to the Red team and the other to the Blue team. If there be four players in the court, two of these belong to the Red team and two to the Blue team, etc.

OBJECTS OF THE GAME. — The objects of the game for each team are, (1) to throw the ball into its own basket; this may be done from any court in the diagram; and (2) to prevent the opponents from putting the ball into their basket.

One of the marked characteristics of this game is the constant change or progression in the position of players, as every time that a goal is made with the ball the players all move to the next square or small court. This is done in order to give each player an opportunity to play from all positions on the field. This makes all-round players, and gives the retiring, less aggressive ones a fair share of the play. It also prevents certain players having the most desirable positions throughout the game.

START. — The game is started by the teacher or referee tossing the ball in the air between two opposing players in court nine, each facing his own basket. Each player tries to send the ball toward his own basket, others playing upon the ball immediately.

RULES AND POINTS OF PLAY. — The ball may be thrown for a basket from any of the courts. In other words, it is not necessary for the ball to be passed to a player in court two to be thrown for the red basket, or to court six in order to be thrown to the blue basket, though that may be a desirable play. Experience has shown, however, that when a player on the Blue team is standing in one of the courts farthest away, even in court two, it is not usually wise to throw to court six by way of the center (court nine), as too much massing of players results. The Blue team player in court two will often find it better to throw the ball to a player of this team

in court one or three, and so on around the outer edge to court six; although there is no rule to prevent throwing the ball wherever a player pleases. As a general rule, the more zigzag the path of the ball, the more open the game. Short passes make a better game than long ones.

Players must remain in their own small courts except when progressing. It is optional, however, whether any penalty shall be attached to momentary stepping over the lines between small courts in the excitement of rapid catching and passing. This point should be decided before the game opens, and would probably be used only with experienced players. No player may step over the outer boundary lines, except to get the ball when it goes afield. A throw for a basket made with even one foot outside of the outer boundary lines is a foul.

Guarding is done by holding the hands or arms over the opponent's ball to hinder the aim, but neither the ball nor the holder of it may be touched. Only one player is allowed to guard a thrower, no matter how many players may be in the small court where the thrower stands. The two opponents who first pair off at the opening of the game when places are assigned, act thereafter as guards one to the other, no other players being allowed to fill that office.

When two players have possession of a ball, the one who touched it first has the right to it. If this cannot be decided instantly, the ball is thrown up between them as at the start of the game, the nearest player tossing it. For a good game this rule should be strictly enforced, no discussion over the possession of a ball being allowed.

When the ball goes outside of the outer boundaries of the court, only one player may go after it. All of the players in the small court through which it left this boundary may start for it, but the first one over the line continues and secures the ball. Players from other courts may not try to get a ball that thus goes afield. When a ball has gone afield, the player picking it up must throw it from the point where it is picked up to any court player. No running or walking with the ball is allowed in thus returning the ball to the courts.

In playing on the ball, no player is allowed to hold the ball or

to run or walk with it. A player may turn around quickly with the ball, but must throw it at once. A player transgressing these rules must give the ball to his opponents — that is, to the opponent who has been paired off with him.

FOULS. — No scoring is made on the fouls. Transgression of any of the rules given above is punished by giving the ball to the opponents, the transgressor in each case giving it to the opponent paired off with him.

SCORE. — A team scores one point each time that it makes a goal. The game is played on time limits, the team winning which has the highest score at the end. Where a large number of players is divided into two parties to take turns at playing, the time limits for each are generally ten minutes; with such rest intervals the two parties may play indefinitely. Where all of the players are engaged in one game the period may be anywhere from thirty to sixty minutes.

OVER AND UNDER RELAY

10 to 100 players.

Playground; gymnasium; schoolroom.

Balls; bean bags; substitutes.

This game is a combination of Arch Ball and Stride Ball.

The players stand in two or more files, the files containing an equal number of players. The game is a passing relay, the files competing against each other. The leaders of each file have two balls, bean bags, or blackboard erasers. At a signal, a ball (or whatever is used) is passed back over the heads of the players until it reaches the last one in the line, who keeps it. The leader counts ten after the ball leaves his hands and at once passes back the second ball between his feet, the players bending over to pass it along. When this reaches the last player, he runs forward with a ball in each hand and takes his place at the head of the line, which moves back one place to give him room. At once he passes one ball backward overhead, counts ten, and passes the other between his feet. This continues until the original leader, who has been gradually backing to the rear of the line, reaches the front again, carrying both balls. The line wins whose leader first accomplishes this.

This game has some admirable exercise in it, keeping the players bending and stretching alternately. Quick play should be encouraged. When played in a schoolroom alternate aisles should be kept clear that the runners may use them in running to the front of the room.

OVERTAKE

20 to 60 players.

2 balls or bean bags.

Playground; gymnasium; schoolroom.

OBJECTS OF GAME. — This is a toss and catch game between a captain and the players of his team who are lined up around a square alternating with the players of an opposing team. The objects of the game are (1) to complete the round of tossing and catching quicker than the opponents; (2) to "overtake" or outdistance the bag or ball which the opponents are tossing.

OVERTAKE

FORMATION. — When played in a gymnasium, a well-defined square should be marked, around which the players take their places. The size may vary with the number of players and their skill in throwing to and catching from the captain who stands in the center. In the schoolroom the players stand around the room next the wall, outside a line marked on the floor, within which they may not go.

TEAMS. — Any number from twenty to sixty may play. Forty is an especially good number.

The players are evenly divided into two teams, preferably designated by colors; or the players of one team may each tie a handkerchief on one arm to distinguish them. Polo caps of a colored cheese cloth are a serviceable device. If it be used in the school-

room, each player may easily keep such a cap in his or her desk. Corresponding colors for the two bean bags or balls are also desirable.

One player from each team is chosen for captain and stands in the center, the two captains being side by side and moving around each other within a small circle drawn on the floor, as becomes necessary for the shifting direction of the play. The other players of each team are numbered consecutively, and take their places alternately around the square, the two Numbers One standing opposite each other. A referee is also desirable who should start the game, announce score, and award points to the opposing team when fouls are made. The referee may act as scorer, or, if there be a separate scorer, announce the points for scoring. The referee should also pick up any dead (dropped) ball and toss it to the captain of the team.

START. — The game starts, on a signal from the referee, with the captains standing back to back in the center, each facing the Number One player of his team. At the signal each captain tosses his ball to his Number One, who at once tosses it back to him; the captain then tosses it to the next player of his team standing on Number One's right, and he tosses it back. The play is thus continued around the entire square until the captain tosses it again to his Number One, which is called getting the ball "home." The two balls are thus being played around in the same direction, following each other; and one of the main features of the game is to have a ball "overtake" that of its opponents. In the next inning or round the balls may follow in the opposite direction (to the left).

RULES AND POINTS OF PLAY. — Players may lunge or "fall out" when tossing or catching, if one foot be left without the boundary.

Players may stoop or jump to catch a low or high ball, but may not advance beyond the boundary.

One or both hands may be used in tossing or catching.

A dropped ball is returned to play by the referee, who tosses it to the captain.

If a captain drops a ball or bag three times, he changes places with Number One player of his team; this captain, failing three times, changes with Number Two, and so on.

Every ball dropped scores for the opponents, as stated under "Score."

An opponent may interfere, but with one hand only.

FOULS. — It is a foul —

a. To use the arms in any way to interfere with a player who does not hold the ball.

b. To grasp the clothing or person of an opponent.

c. To use both hands for interfering.

d. To drop the ball.

e. To send the ball afield.

All fouls are penalized by the opponents' scoring one point, except for a ball that goes afield (outside the boundaries): that scores two points for the opponents. A ball dropped inside the boundaries scores one point for opponents.

SCORE. — A ball which "overtakes" (passes) the opponents' ball scores five points.

The ball that first makes the circuit and gets back to Number One player of its team, or "home," scores two points.

Fouls score one point for the opponent, except when a ball goes afield, which scores two points for the opponents.

The game is won on a score of ten points.

This game was originated and copyrighted by Mrs. Elizabeth R. Walton, of Washington, D.C. It received honorable mention in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Athletic League of New York City in 1906. It is here published by the kind permission of its author.

PASS BALL RELAY

10 to 100 players.

Playground; gymnasium.

Basket ball.

Any number of teams may compete, but should contain an equal number of players. The teams line up in single file, and the game consists in a competition between them in passing a basket ball backward overhead, followed by a short run for each player in turn.

A starting line is drawn across the playing space, behind which the teams line up. The players in a team must not stand close enough together to touch. An objective point or goal, such as a basket, is placed in front of each team at a good running distance, — at least fifty or seventy-five feet if the space admits of it. On an athletic field a player not on the team may be stationed to serve

as this objective point. Good form at the opening of the game calls for the teams to be lined up with the balls resting on the ground in front of the first players. On the starter's signal, "On your mark!" the first players toe the starting line with both feet; on the next signal, "Get ready!" they raise the balls overhead, but not to be touched by the next players until put in play on the final signal. When the starter says "Go!" the first player hands the ball backward overhead to the next player, and each one in turn passes it in a similar way down the line. When the last player receives the ball, he runs forward with it around the goal, returns, and passes it to the player at the head of the line, when it again travels backward to the rear as before. A returning player may hand the ball to the front player, either facing him or turning with his back to him and passing the ball overhead; but he may not toss it to him. A returning player takes his place at the head of the line, toeing the line, the file moving backward one step to make room for him. The original leader of the line will thus move gradually backward until he is at the rear of the file; he will be the last runner forward, and should be plainly marked with a sash diagonally across the breast to aid the judges in distinguishing him. When he receives the ball, he runs forward with it around the goal like his predecessors, but on his return, instead of lining up and passing the ball backward, dashes with it over the finish line. The finish line should be a tape (strand of worsted) stretched parallel with the starting line, but three feet to the rear of the files. Should the playing space not admit of this, the starting line may be used as a finish line.

Should the ball be dropped as it is passed down the line, the player next behind the one who last touched it must leave his place in the line, pick up the ball, return, and put it in play from where it left the line. If so rectified, this dropping of the ball does not score as a foul.

There should be a judge of fouls for each team and two judges at the finish. One foul is scored against a team for —

1. Every player who does not touch the ball as it is passed backward.
2. Every player (except a returning player) who turns to face the next one and hand the ball instead of passing it backward overhead.
3. A returning player tossing the ball to the head of the file.
4. The head player standing forward of the starting line.
5. A runner touching the goal as he encircles it.

The teams win in the order of finishing if there be no fouls. One foul disqualifies a team unless the competing teams have made an equal or greater number of fouls. In such a case the teams win in the order of finishing, plus consideration of the smallest record on fouls. A team finishing second, for example, with no fouls, would win over a team finishing first with one or more fouls.

Teams	Order of Finishing	Number of Fouls	Order of Winning
A	1	3	
B	4	2	Third place
C	2	2	Second place
D	3	0	First place

These rules are used by the Girls' Branch of the Public Schools Athletic League of New York.

PIG IN A HOLE

10 to 60 players.

Playground; seashore; gymnasium.

Basket ball.

Each player should be provided with a stick about three feet long. This may be made by whittling branches, or a gymnasium wand or piece of broomstick may be used. A hole is dug in the ground measuring twelve or fifteen inches in diameter. All of the players but one stand in a circle around this, with several feet between each two players so that they may move freely. Each player digs a small hole in the ground in front of his place in the circle, the hole to measure about four inches in diameter. The game is played with a basket ball, although a smaller ball may be used,

PIG IN A HOLE

in which case the center hole need not be quite so large, though it should be somewhat larger than the ball used.

The game consists in the odd player trying (1) to get the ball (the "pig") into the center hole with his stick, which all of the other players will try to prevent; and (2) the odd player trying to be released from his position by placing the end of his stick in one of the small holes belonging to one of the circle players, which he can only do when the player in question has his own stick out of it.

The game starts by all of the players putting their sticks in the center hole under the ball. They count, "One, two, three!" and on the last word all lift the ball with the sticks and then rush for the small holes, each player placing the end of his stick in a hole. As there is one less hole than the number of players, one odd player will be left out. It thereupon becomes his duty to drive the pig into the hole from whatever point it may have landed through the combined effort and toss with which the game opened. The circle players try to prevent the pig getting into the hole by blocking its passage with their sticks. They may not kick it or play upon it in any other way. The odd player will try to ward off the interference of the sticks by clearing a way in front of the ball with his own. The other players may leave their places at any time to block the passage of the ball; but this is a dangerous thing to do, for the odd player may at any moment leave his work with the ball and place his stick in one of the vacant holes. It therefore behooves the circle players to leave their holes unguarded only when there is imminent danger of the ball entering the center hole from that side of the ring, or when a good opportunity comes for aggressive play to drive the ball out of the ring, which should also be one of their objects.

It is not necessary for a player to return to his own hole after having removed his stick from it. Any hole may be taken by any player, and much of the interest of the game lies in the freedom with which players will move about and take chances in this way.

If the driver succeeds in getting his pig in the center hole, he is considered to have won, and the game begins again. Should the driver succeed in placing his stick in an unoccupied hole in the circle, the odd player thus left out must become driver.

FOR THE GYMNASIUM. — This game may be adapted to the gym-

nasium by drawing chalk circles in place of those that would be dug in the ground out of doors. The same rules apply for the game, which may be played either with a basket ball or a bean bag.

This game is found in many countries. Several of the forms of play here given are from the Chinese. It is an old traditional game in England and popular there to-day.

PROGRESSIVE CAPTAIN BALL

(See *Captain Ball V.*)

PROGRESSIVE DODGEBALL

(See *Dodgeball.*)

RING CALL BALL

(See also *Call Ball.*)

10 to 30 or more players.

Playground; gymnasium.

Hand ball; bean bag.

This game is similar in some respects to Call Ball, but being played in a circle formation, is much simpler and less difficult and exciting, being suited particularly to younger players.

The players form a circle, with one in the center, who throws a ball in the air, at the same time calling the name of one of the circle players. The one called must run forward and catch the ball before it bounds more than once. If he catches it, he returns to the circle. If he does not catch it, he changes places with the thrower.

ROLEY POLEY

(Hat Ball)

5 to 20 players.

Playground; gymnasium.

Hand ball; bean bag.

A row of holes three or four inches in diameter is made in the ground, with about one foot space between. There should be one

hole less than the number of players. Boys' caps may be placed in a similar row instead of digging holes. Parallel with the row of holes, and about twenty feet away from it, a base line is drawn. A pile of pebbles (called "babies") should be collected before the game begins.

The game consists primarily of rolling a ball into one of the holes or caps, followed by ball tag, and a scoring with the pebbles. The players stand each a little distance behind a hole except one, who is chosen to be the first roller. He rolls the ball from the base line into one of the holes or caps. Immediately he and all of the players except the one into whose hole the ball has fallen, run, scattering in any direction. The one to whose lot the ball has fallen lifts the ball as quickly as possible, calling "Stand!" as soon as he has it in his hand. The running players must halt when they hear this order, and the one who holds the ball tries to hit one of them with it from where he stands If he succeeds in doing so, one of the pebbles is put in the cap of the player who is hit. Should he miss hitting any one, a pebble is put in his own cap. Should the player who tries to roll the ball into one of the holes or caps miss getting it in, a pebble is put in his own cap, and he makes other trials until he succeeds. When a player is hit by the ball, he becomes roller, and all of the others return to their places. The game continues until one player gets six (or ten) stones ("babies") in his hole or cap. When this happens, he must be "court-martialed," that is, stand with his face against a wall or fence and let each player take three shots at him with the rubber ball, the first time with the thrower's eyes closed and then with them open. The distance of the throwers from the fence is determined by the victim's throwing the ball at the fence three times so it will rebound; the farthest point to which the ball rebounds becomes the throwing line for the court-martialing. If no fence or wall be available, the throwing is done from an agreed distance at the back of the victim.

This game may be played by drawing a series of circles on the ground or floor in place of the holes or cap, and sliding a bean bag into them. This form is serviceable for a gymnasium.

BALL GAME ON THE ROOF PLAYGROUND OF A PUBLIC SCHOOL

ROUND BALL

20 to 60 players.

Playground; gymnasium; schoolroom.

Hand ball; basket ball.

This is an advanced form of Circle Ball, there being two competing teams in a circle, with wide spaces between.

The players form in a circle, drop hands, and step backward two paces to make an interval between players. They number off in twos. The first Number One is captain for the Ones, and the first Number Two is captain for the Twos. Each captain has a ball. The game consists in throwing the ball around the circle, the ball started by captain Number One going only to the players of that number, and the ball started by captain Number Two to the players who bear his number.

The party wins whose ball first completes the circle five times. Each time that the captain receives the ball he calls out a number corresponding to the number of times the ball has circulated, "One" for the first time, "Two" for the second, etc. The play should be rapid. Any player dropping the ball must pick it up and throw in regular form.

The game may be varied by requiring different methods of throwing and catching, such as catching with the right hand, left hand, both hands, etc., if a hand ball be used; or throw from below, above, or pushing straight from the chest if a basket ball be used.

RUSSIAN HOLE BALL

3 to 10 players.

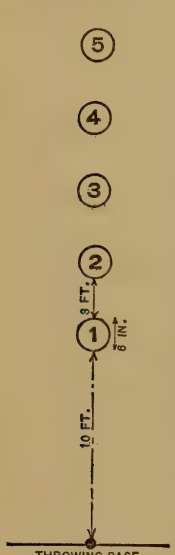
Out of doors; seashore; snow.

Ball; bean bag; stone.

This game is played with one small ball, in size anywhere from that of a golf to a tennis ball. If played in the snow, a hard frozen snowball may be used, or a stone will do.

A series of holes is made in the ground, sand, or snow, large enough to contain the ball. These holes are placed in a straight line, one beyond the other, about three feet apart, there being as many

holes as there are players. All holes are numbered, corresponding to the numbers of the players, from one to ten, or whatever the maximum may be. About ten feet from the first hole, and at right angles to the row, a straight line is drawn on the ground, behind which the players stand to throw. The first player stands directly in line with the row of holes and throws for one of them. This is a toss of the ball. The ball scores for the player according to the number of the hole in which it falls, and this number also designates the next player. For instance, if the ball falls in the third hole, it scores three for the first player, who at once gives place to Number Three, who in turn has one throw. Should this ball fall in hole number five, it scores five for this player, and the fifth player will have the next turn. The game may be played according to score, the one first scoring twenty-five or fifty winning; or it may be played according to time, the one having the highest score at the end of fifteen or twenty minutes being the winner.



RUSSIAN HOLE BALL

This is one of the few games that may be adapted to the snow or to the damp sand of the seashore, though it may be played anywhere out of doors where holes can be dug.

This game comes from the Russian province of Bessarabia, which formerly belonged to Turkey.

SCHOOLROOM DODGEBALL

(See *Dodgeball.*)

SCHOOLROOM VOLLEY BALL

10 to 60 players.

Gas ball.

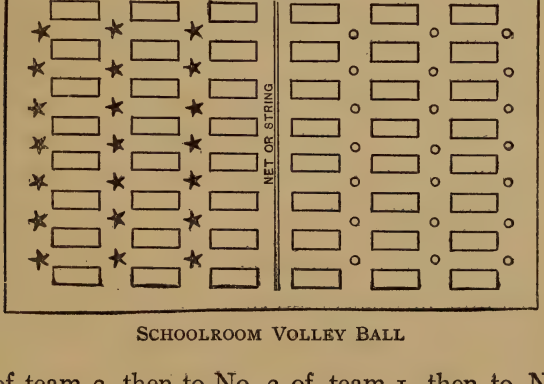
The players are divided into two teams, and the players in each team number consecutively. A net or string is placed across the schoolroom, dividing it into two equal parts. The top should be

six feet from the floor. The game consists in batting the ball with the hand back and forth over the string, a point being scored by either team whenever its opponents allow the ball to touch the floor. The ball may be batted (not thrown) in any way, but by only one hand at a time.

The players stand in the aisles, each having a required place in which to stand.

The game starts by No. 1 on either side serving the ball; that is, tossing it up with the left hand, and batting it with the right, trying to get the ball over the net or string to the opposing side.

Two fouls in succession (failing to bat the ball over the net) changes the serve to the other side; otherwise, the server continues until the ball is returned by the opposite side and not returned by the server's side. When this happens, the serve changes



SCHOOLROOM VOLLEY BALL

to No. 1 of team 2, then to No. 2 of team 1, then to No. 2 of 2, etc.

The game continues until all players have served; or the game may be played with time limits; that is, the team wins which has the highest score at the end of a ten- or fifteen-minute period.

Every time that the ball touches the floor (not a desk) it scores against that side on which it falls, counting one point for the opposing team, irrespective of which team served the ball.

This schoolroom adaptation of Volley Ball was made by Miss Mabel L. Pray of Toledo, Ohio, and received honorable mention in a competition for schoolroom games conducted by the Girls' Branch of the Public Schools Ath-

letic League of New York City in 1906. The game is here published by kind permission of the author, and of the Girls' Branch, and of Messrs. A. G. Spalding & Brothers, publishers of the handbook in which the game first appeared.

SPUD

10 to 100 players.

Playground; gymnasium.

Any soft ball or bean bag.

This is a combination of Call Ball and Ball Tag, with scoring and penalties added. It is very popular with boys of almost any age.

The players stand in a group, with one in the center holding the ball. The center player drops the ball, at the same time calling the name of one of the other players. All but the one called immediately scatter, as they are liable to be tagged with the ball. The player called secures the ball as quickly as possible, and tries to hit one of the other players with it. He may not run to do this, but must stand where he secured the ball. If he misses, he secures the ball, stands where he gets it, and tries again, the other players fleeing from him as before. If he hits a player, that one immediately secures the ball, tries to hit some one else with it, the second one hit tries to hit a third, and so on.

Whenever a player misses hitting another with the ball, it is called a "spud," and counts one against him. When any player has three spuds against him, he must stand twenty feet from the other players, with his back to them, and they each have one shot at him with the ball. The victim then starts the play again from the center of the ground.

SQUARE BALL

8 to 32 players.

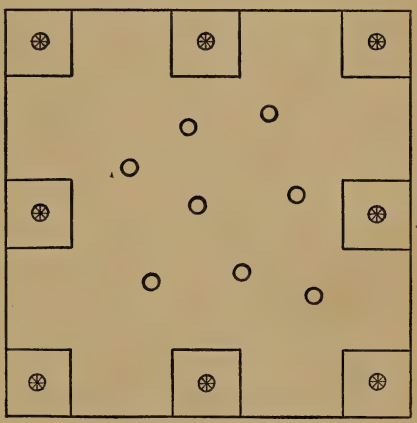
Playground; gymnasium.

Basket ball.

GROUND. — The ground is marked out in one large square with a base at each corner, and, should there be enough players, with bases at intervening points along the line of the square.

PLAYERS. — The players are divided into two equal parties, one of which takes places on the bases at the corners or other points outlining the square; the other party assembles in the center of the square and is on the defensive.

OBJECT. — The ball is thrown from one to another of the party on the bases, always, however, following the lines of the square and not its diagonals. The chief object of the game, however, is for this outer party to interrupt this circuit of the ball by suddenly throwing it so as to hit one of the center players. The object of any center player who is hit is, in his turn, to hit with the ball any member of the outer party, who all turn and flee as soon as a center man is hit.



SQUARE BALL

POINTS OF PLAY. — The ball is started at any point among the outer party or basemen. This party will use considerable finesse in throwing, such as apparent attempts to throw the ball around the square, thus misleading the center players as to their intention and taking them unaware when aiming for the center. The more rapidly the ball is kept in motion the better. The center party, in their turn, will find it advisable to scatter considerably, which will diminish the chances of being hit. They will also avoid proximity to any player in the outer party who happens to have the ball. The center party will thus have to be very alert and keep moving considerably, even when the ball is not directed at them. The ball may be avoided by dodging, jumping, stooping, or any other maneuver except by leaving the square.

Whenever a center player is hit by the ball, the outer party are in danger of being hit in turn, and must all run immediately in any direction to avoid this. A center player who is hit picks up the ball as quickly as he can and calls "Halt!" When this call is heard,

the fleeing runners must stand still, and the center player, who now holds the ball, tries to hit one of them with it.

SCORE. — The scoring of the game is done entirely according to whether the center player hits or misses his opponent in this throw of the ball after he has called a halt. Every player thus hit scores one for the center party. Every throw made and missed under these circumstances scores one for the opponents or outside party. The party wins which first scores twenty-five.

This game is also played without score, any member of the outer party hit by a center man being obliged to join the center party. In this form the game ends when all of the outer players have been so recruited.

STOOL BALL

5 to 20 players.

Playground; gymnasium.

Hand ball.

A stool, box, or inverted pail is set in an open place, and from ten to twenty feet away from this a throwing line is drawn. One player is appointed stool defender, and stands beside the stool. It is well also to appoint a scorer and linesman, to disqualify any players who cross the throwing line, and one player to stand behind the stool defender and return the balls that may go afield. The players, in turn, throw the ball from the throwing line in an effort to hit the stool. The stool defender tries to prevent this by batting the ball away with his hand. If the ball hits the stool, the one who threw it changes places with the stool defender; if the ball be batted by the defender and caught by another of the players, the one catching it changes places with the stool defender. The object of the stool defender should therefore be not only to hold his place by preventing the ball from hitting the stool, but to bat it in such a way that the other players may not catch it.

This game has been very successfully adapted by adding scoring as a feature of it; in which case any player hitting the stool with the ball, or catching it when it is returned by the stool defender, scores one point, while the stool defender scores one for each time

he successfully prevents the ball's hitting the stool. The player wins who has the highest score at the end of the playing time.

This is one of the old games that has come down through centuries. Chronicles of Queen Elizabeth's reign tell of the Earl of Leicester and his train setting forth to play the game, though it is supposed to have originated with the milkmaids and their milking stools. In Sussex the game is played with upright boards instead of a stool, forming a wicket as in Cricket. It was formerly for women and girls as popular as the game of Cricket for boys and men, and the rules of play are quite similar.

STRIDE BALL

(Straddle Club)

10 to 100 players.

Playground or gymnasium.

Any ball; indian club; bean bag.

The players are divided into two or more groups which compete against each other, each having a ball. Each group stands in single file in leapfrog position, feet wide apart to form a tunnel through which the ball is passed. The first players (captains) of each file toe a line drawn across the ground, and at a signal put the ball in play by passing it backward between the feet. When players become expert, one long shot will send the ball to the end of the line. The other players may strike it to help it along as it passes them if it goes slowly. Should the ball stop, or go out of bounds at any place, the player before whom this occurs must put it in play again, starting it between his feet. When the ball reaches the rear of the file, the last player runs with it to the front, the line moving backward quickly one place to make room for him, and immediately rolls the ball back again between the feet. This is repeated until the "captain" is the last player. He runs forward with the ball, places it on a marked spot twenty feet in front of his line, and returns to his place at the head of the file. The file wins whose captain is first to return to his original position.

Should there not be space for a point at which to leave the ball, the game may be finished by the last player holding up the ball when it reaches the end of the line, or by his running forward with it to the head of the line.

An Indian club instead of a ball makes a much more skillful game, the club being shoved over the ground, neck first. It is much more difficult to guide than a ball, requires greater deliberation for a long shot, and more easily stops or goes out of bounds. A basket ball or smaller ball may be used.

This is one of the best games for training self-control under excitement, as the precision needed for a long shot, especially with the Indian club, is very difficult under the circumstances.

TEN TRIPS

6 to 21 players.

Playground.

Baseball; tennis ball.

This game is a competition between two or more teams, and consists in rapid pitching and catching of a base or tennis ball by each team.

A team consists of three players, two of whom stand a long throwing distance apart (thirty yards or more), with the third player (Number One) halfway between and on a line with them. Number One (the pitcher) starts the game on a signal by throwing the ball to one of the end players (Number Two); he throws it over the head of the pitcher to the opposite end player (Number Three), who throws it back again to Number Two, and he makes the last throw, sending it to the center player, or pitcher, Number One, from whom it started. This is called one trip, and the pitcher, as he catches it, calls out "One!" or "One trip!" and immediately begins the next round. The players standing in the following order, 2, 1, 3, the order of the throwing is thus, 1, 2, 3, 2, 1. Ten trips complete a game.

The competing teams stand in line sideways with the first team, and the pitchers of all teams start at once on a signal. The team wins which first completes ten trips. Any number of teams may play at once.

This game is very popular at Williams College, where it probably originated.

TETHER BALL

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TETHER BALL

2 to 8 players.

Out of doors.

This is one of the most delightful and vigorous games, especially adapted to small playing space, a plot twenty feet square being enough for it. The paraphernalia for the game consists of a wooden pole placed upright, so that it shall stand ten feet above the ground. The pole must be embedded deeply enough to be perfectly firm during the strain of the play. It will probably need to be about three feet below the surface. A pole should measure seven and a half inches in circumference at the ground, and should taper toward its upper end. A black stripe should be painted around it six feet above the ground.

To the top of this pole a ball is attached by a stout linen cord or fishing line. The ball should be preferably a tennis ball, and should have a netted cover, by means of which it is attached to the cord. No metal should be used around it in any way. The cover may be knotted or crocheted of heavy linen cord or fish line. When hanging at rest, the ball should be seven and a half feet from the top of the pole, and two and a half feet from the ground. The ball is played upon by tennis rackets in the hands of two players.

A tether-ball outfit, consisting of pole, ball, cord, and marking ropes, with staples for the ground as hereinafter specified, may be had for from three to four dollars, the ball alone, with cover and cord, costing about seventy-five cents, and the pole from one dollar to a dollar and a half. It is particularly desirable to have the specially made ball and cord for this game, but any of the paraphernalia may be improvised, the pole being cut from a sapling, and even the bats whittled from strips of thin board about the size of a shingle.

On the ground around the pole a circle should be drawn three feet in radius; that is, six feet in diameter. A straight line twenty feet in length should bisect the circle to separate the territory for the players. In addition to the circle and line, two spots should be marked on the ground, from which the ball is served. These should

be at the ends of an imaginary line crossing the first line at right angles, and should be six feet from the pole, one on each side of the ground.

Where there are more than two players, they are divided into two opposing groups, each member of a team or group stepping forward, in turn, to play with the member of the opposite team. Only these two play upon the ball during one game.

The game consists, on the part of one player, in trying to wind the cord with the ball attached around the pole above the line by batting it with his tennis racket. The opponent tries (1) to interfere and reverse the action of the ball by batting it in the opposite direction, and (2) for his part to wind the ball around the pole in his direction.

The players toss rackets or resort to some other method of choosing sides of the ground. The game starts with each player on his service point; the player who lost in the toss for choice of ground has the first service. The player who has the choice of ground has also the choice of direction in which to wind the ball.

The ball is then put in play by the server, who may hit the ball but once. Should he fail to send it across the line with his first serve, he loses his serve and the opposite player has the ball. The players have each one strike at the ball in turn. It is sometimes possible to send the ball so high and with so much force that it will wind around the pole in one stroke, before the opponent can hit it with his racket. Of course such strokes should be the endeavor of both sides.

Should a player fail to hit the ball, the opponent has the next turn, either on service or after the ball is once in play.

Each player must keep entirely on his own side of the dividing line, both with his feet, his arms, and his racket. Neither player may step on or over the circle about the pole. If the string winds around the handle of a racket of one of the players, it is a foul. It is also a foul for the string to wind about the pole below the black mark, and counts against the player in whose direction it is wound; that is, if it winds in the direction in which he is trying to send the ball. Penalty for transgression of any of the above rules (fouls) is allowing the opponent a free hit from his service mark. When a ball is taken for service in this way, if it has to be either wound or

unwound on the pole a half turn, so as to reach the other side, it shall be unwound.

The game is won when the string has been entirely wound around the pole above the limit line. When there are but two players, the one wins who has the majority out of eleven games. Where there are more than two players, the team wins which has the greatest number of games to its credit at the end of from two to five rounds, as may be decided at the opening of the series.

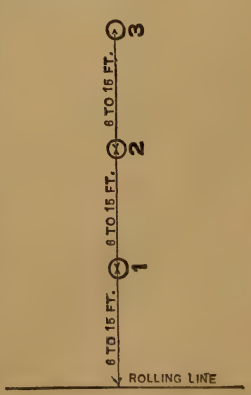
THREE HOLES

2 to 10 or more players.

Out of doors; seashore.

Small ball.

This game is played by rolling a ball about the size of a golf ball into holes made in the ground. Three holes are made by spinning on the heel. They should be in a straight line, at a distance of from six to fifteen feet apart. At the same distance from them and at right angles to them, a line is drawn from which the players roll their balls. The first player stands with his heel on the bowling line and rolls his ball into hole number one. If successful, he takes his ball out of the hole, places his heel in the hole, and rolls the ball to hole two. If successful, he repeats this play for hole three, and then turns around and rolls the ball back again into hole two and then into hole one. Having done this, he starts again at the line and rolls the ball successively into each of the three holes until he reaches number three a second time. When this is accomplished, he has won the game.



THREE HOLES

The probabilities, however, are that the player will not succeed in making the holes so quickly as here described. Whenever a player's ball fails to get into a hole, he leaves it where it lies and gives place to the next player. The next player has

the choice of aiming for the hole or for his antagonist's ball, the latter being a desirable play if it lies in a position that makes a shorter roll than to his own. Having hit this ball, he then rolls from that position to the hole. Should he fail to make either his opponent's ball or the hole, his ball must lie where it stopped, and the next player takes a turn. A skillful player will be able to play on his antagonists' balls so as to serve his own in making short rolls between holes. Whether the play be interrupted by failures of different players or not, the player wins who first rolls his ball up the line, down again, and back to the third hole, as first described.

TOSS BALL

10 to 60 players.

Schoolroom.

Gas ball; bean bag.

This game should be played with a light gas ball or a bean bag, which the teacher holds, standing in the front of the room. All of the players are seated. The teacher throws the ball suddenly in any direction at any player, who must stand at once to catch the ball and immediately toss it back to the teacher. A player failing to catch the ball, or catching it without standing, has one point counted against him. Any player having failed in this way three times is out of the game and must take his place at one side of the room set apart for that purpose. As the game progresses, one outside row of seats or the rear row across the room may be reserved for the players out of the game, other rows being added as needed.

This game may also be played with a pupil tossing the ball instead of the teacher. Any player failing to catch the ball, or catching it while seated, changes places with the thrower instead of being out of the game, as when the teacher throws. The thrower stands always in the front of the room. Both methods make a good game.

A large part of the interest of this game lies in the rapidity of the play and the unexpectedness with which the ball is thrown in any given direction.

TREE BALL

5 to 15 or more players.

Out of doors.

Football; hand ball; bean bag.

This game is a form of Ball Tag, and may be played with any light-weight football, or with a bag or sack filled with leaves or grass.

Each of the players but one chooses a tree, as for the games Puss in the Corner or Ball Puss. The object of the game for the odd player is (1) to kick the ball so as to tag one of the tree men with it, and (2) to secure a tree for himself, which he may do when no one else has it. The object of the tree players should be not only to avoid the ball by dodging, which may include running around the trees, but they should also try to exchange places as frequently as possible, their prowess in this way serving as an aggravation to the odd man. The game should be played where there is not much undergrowth, and under such conditions may be very lively and full of sport.

This game may also be played with a hand ball or bean bag. This should be tossed instead of kicked. The game differs from Ball Puss in that the players are tagged by the ball while at their stations instead of while changing.

VOLLEY BALL

(See also *Schoolroom Volley Ball.*)

2 to 30 players.

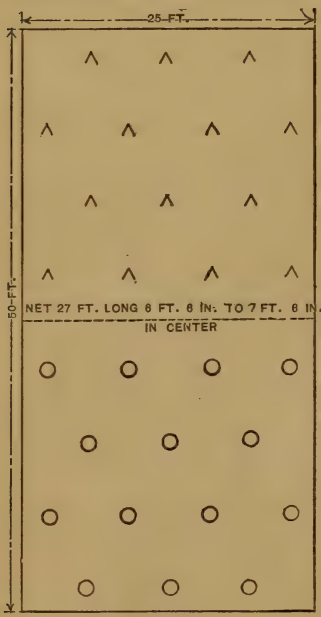
Playground; gymnasium.

Volley ball.

This game consists in keeping a large ball in motion back and forth across a high net by striking it with the open palm. The ball must not be allowed to touch the floor.

GROUND. — For large teams this game should be played on a ground measuring fifty feet long and twenty-five feet wide. For smaller teams a smaller ground will answer.

A tennis net, or net two feet wide, preferably the latter, is stretched across the center of the ground, from side to side, extending one or two feet beyond the boundaries on either side. The upper edge should be from six feet six inches to seven feet six inches above the ground.



VOLLEY BALL

PLAYERS. — Any number of players up to thirty may play. The players are evenly divided into two parties, which scatter over their respective courts without special arrangement. There is a captain for each side An umpire is desirable.

OBJECT OF THE GAME. — The object of the game for each party is to keep the ball in lively play toward its opponents' court, as each party scores only on its opponents' failures to return the ball or keep it in the air.

The ball is put in play by being served by the party which is to score. The service of the ball, and with it the privilege of scoring, pass to the opponents according to the rules described hereinafter.

START; RULES FOR SERVICE. — The ball is put in play by being served by a member of one side, who should stand at the rear of his court with one foot on the rear boundary line and the other behind the line. From this position the ball is tossed upward lightly from one hand and batted with the palm of the other hand toward or into the opponents' court.

Each server has two trials in which to send the ball into the opponents' court. The service being over a long course with a comparatively heavy ball, the following privileges are allowed: a served ball may be assisted on its course by any two other players on the server's side; no player so assisting the ball on the serve may strike it more than twice in succession, and the server under such circumstances may not strike it more than once; but should the ball then

fail to land in the opponents' court, the server loses his second serve.

In serving, the ball must be batted at least ten feet by the server before being touched by any other player on his side.

No "dribbling" is allowed in serving.

A successful server continues serving until his side allows the ball to touch the floor, knocks it out of bounds, or fails to return it to the opponents. A server may also lose as follows:

If a returned ball hits a player on the server's side and bounces into the opponents' court, it is considered in play. If it hits such a player and does not bounce into the opponents' court, the server is out, losing his second trial.

If the ball hits the net during service, it is counted a dead ball and loses the server one of his trials.

If a served ball falls oustide the opponents' court, the server loses his turn.

The players on a side take turns in serving.

RULES OF PLAY. — The ball must always be batted with the open palm. The ball should be returned by the opponents before it can strike the ground. Any number of players may strike the ball to send it across the net, but no player may strike more than twice in succession. Having struck the ball twice, a player may resume his play only after some other player has struck it. The ball is thus volleyed back and forth across the net until one side fails to return it or allows it to touch the floor, or until it goes out of bounds. A ball is put out of play by hitting the net in returning after a serve. A ball which bounds back into the court after striking any other object except the floor or ceiling is still in play. It is permissible to strike the ball with both hands at once (open palms).

If a player touches the net at any time, the ball is thereby put out of play. Should this player be on the serving side, his side loses the ball and it goes to the opponents. Should this player be on the receiving side, the serving side scores one point. Should the net be touched simultaneously by opponents, the ball is thereby put out of play and the serving side serves again.

No dribbling is allowed at any time through the game; *i.e.* no keeping the ball in the air by one player hitting it quickly and repeatedly.

In sending the ball across the net, players should aim for an unprotected part of the opponents' court, or try in other ways to place them at a disadvantage.

SCORE. — This is entirely a defensive game, the score being made on opponents' fouls and failures. Aside from fouls, only the serving side scores. A good serve unreturned scores one point for the serving side. A point is similarly scored by the serving side at any time when the opponents fail to return a ball which is in play. Failure of the serving side to return a ball to the opponents' court merely puts them out; that is, the serve passes to the opponents, but no score is made on the failure. Should a player touching the net be on the receiving side, the serving side scores one point. A ball sent under the net is out of play and counts against the side which last struck it, their opponents scoring one point. If the ball strikes any object outside the court and bounds back, although it is still in play, it counts against the side which struck it out, their opponents scoring one point. A ball sent out of bounds by the receiving side in returning a service scores one point for the serving side. One point is scored for the opponents whenever a player catches the ball, or holds it for even an instant. The game consists of twenty-one points.

WALL BALL DRILL

(See also *Hand Ball Drill.*)

2 to 10 players.

Out of doors; gymnasium.

Hand ball.

This drill consists in throwing a ball against a wall, and catching it, with the following variations. It may be used for individual play, or for competition between two players, or as a game for large numbers. When used for large numbers, the players should be divided into several teams of equal numbers, each player throwing in turn for as many feats as he can perform without failure, each successful feat or play scoring one point for his team. He gives place to the next player upon failing.

Each play should be first performed by allowing the ball to bounce once on the ground before catching it; later it should be caught without the bound.

1. Throw the ball against the wall, let it bounce once, and catch it; repeat this three times.
2. Throw, and clap hands three times before catching.
3. Throw, and twirl the hands around each other before catching.
4. Throw, and clap hands and touch the right shoulder.
5. Throw, clap hands, and touch the left shoulder.
6. Throw three times with the right hand and catch with the same hand.
7. Throw three times with the left hand and catch with the same hand.
8. Throw with the right hand and catch with the right with the palm downward (knuckles up, "dog snack" fashion).
9. Throw with the left hand and catch with the left in the same manner as in 8.
10. Throw, clap the hands, touch the right knee, and catch.
11. Throw, clap the hands, touch the left knee, and catch.
12. Throw the ball; clap the hands in front, behind, in front again, and catch the ball.
13. Throw, lift the right knee, clap the hands under it, and catch.
14. Throw, lift the left knee, clap the hands under, and catch.
15. Throw, turn around, and catch.

WAR

10 to 60 players.

Playground; gymnasium.

Basket ball.

Two concentric circles are drawn at each end of the playground, the size of the circles depending on the number of players. When there are thirty on each side, the diameter of the inner circle should be fifteen feet and that of the outer circle thirty feet. The inner circle is the fortress, and the space between the two circles is the trench. Behind each trench is drawn a prison ten feet square. The rest of the floor is the battlefield. The players are divided into two teams, which take possession of the two fortresses. Then one side advances to attack the fortress of the other side. The attacking party has a basket ball, which represents ammunition.

The object is to throw the ball in such a way as to strike within the opponents' fortress. The assailants surround the trench and pass the ball among themselves until a favorable opportunity offers for a well-directed shot. By making this preliminary passing of the ball very rapid, the enemy is confused as to the quarter from which the ball may be expected. If one of the assailing party enters the enemy's trench, he may be tagged, and so become a prisoner, being placed in the prison and therefore out of the play. If the shot (throw of the ball), when finally made for the enemy's fortress, be successful, the assailing party scores one, and all of its men who are held prisoners are set free.

The defending party during the attack stand within their trench or their fortress, as they see fit, and try to block the ball. If at any time the ball falls into their hands, they immediately rush out in an attack on the enemy's fortress at the opposite end of the ground, and in transit may tag with the ball, and so make prisoners of, as many of the enemy as they can touch. The enemy must therefore, when a ball lands within its opponents' fortress, flee immediately for the safety of its own fortress. The attacking *en route* may be done either by throwing the ball or by touching the opponent with the ball held in hand; but it may only be done with the ball and not with the hand alone.

When the opposite fortress has been reached, the attacking party tries to throw the ball within it, and the game goes on as before. Members of the defending party may at any time go outside of their trench to get the ball, but run great risk of being made prisoners in doing so by having the ball thrown from the enemy so as to hit them. When a ball is aimed for this purpose, if the player at whom it is aimed touches or intercepts it in any way, he is a prisoner. Of course he may dodge it.

Each single point that is made is called a battle, and the side that wins the greater number of battles within the time limit wins the game.

This game was originated by Mr. J. E. Doldt, and is here printed by kind permission of members of the Alumni Association of the Boston Normal School of Gymnastics, from their book, *One Hundred and Fifty Gymnastic Games.*

ZIGZAG GAMES

These games may be played with any kind of a ball or with bean bags.

There are several forms of Zigzag Ball. The simpler forms are useful in getting young players or those unused to play accustomed to the skill of handling balls. The more complicated forms make very lively games, interesting to players of any age. The different games are played in line and circle formation. The main characteristics of the different line forms are as follows: —

(1) The players are divided into groups of two ranks each, each group forming a separate team. The ball is zigzagged from one rank to another of a group without skipping any players. The groups are competitive, as in relay races.

(2) The players stand in groups of two lines each, but these groups are composed of two different teams, the alternate players of one rank and the alternate players of the opposite rank forming one team, and the intervening players of the two ranks another.

(3) The players are divided into groups, as in the first form, each group consisting of one team arranged in two ranks which face each other, but the ball is zigzagged by skipping every alternate player as it works its way to the end of the line in one direction, and is tossed by these skipped players on its return to the front, thus forming a double zigzag.

Other forms of the game are also here given; namely, the Circle Zigzag, and the Zigzag Overhead Toss, in which latter game the ball is tossed over the heads of intervening ranks, the players of alternate ranks belonging to the same party.

In all of these forms the game may be made more lively and complicated by advancing from the use of one ball to that of two or more. The kind of ball used will also make a great difference in the play, anything from a bean bag to a basket ball or medicine ball being suitable. Where bean bags are used, it is desirable to have different colored bags for the different teams.

CIRCLE ZIGZAG

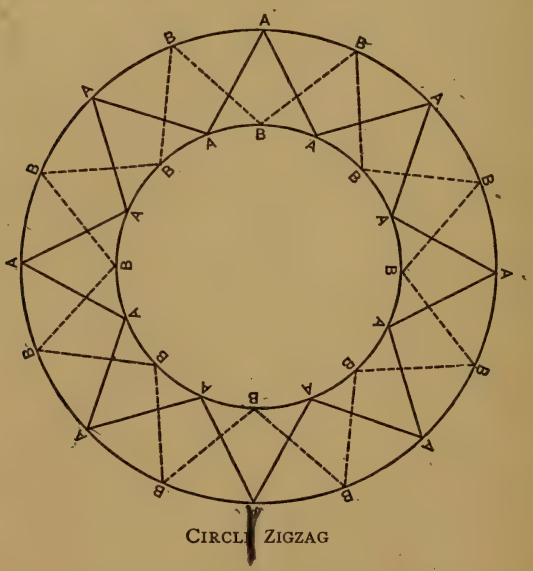
12 to 60 players.

Playground; gymnasium; schoolroom.

Basket ball; hand ball; bean bag.

This is a game of zigzag ball (or bean bag) between concentric circles, two balls being used, going in opposite directions. The players stand in two concentric circles, facing each other, each circle numbered by twos. The first Number One in the outer circle and the first Number Two in the inner circle have each a ball. These are put in play at a signal, the play consisting in throwing the balls

backward and forward in a zigzag line from one circle to the other, the Numbers One in the inner circle throwing to the Numbers One in the outer, and Numbers Two in the inner to Numbers Two in the outer. The inner circle should start its ball to the right; the outer circle should start its ball to the left. The Number One



CIRCLE ZIGZAG

party or the Number Two party wins according to which first completes the circle three times.

If desired, the Numbers One may each tie a handkerchief on one arm to distinguish them from the Numbers Two.

This game may be made more interesting and require much more alertness on the part of the players by putting more balls into play. This may be done by the starters starting a second ball around the circle as soon as the first has reached the third player. In this way several balls may be used at once.

As in all zigzag games, each player should observe closely before the game begins from which player he is to catch the ball, and to which player he is to throw. This will facilitate the rapidity of the play, a feature on which much of the sport depends. For very young or unskilled players the action should be rather slow, especially when the game is being learned.

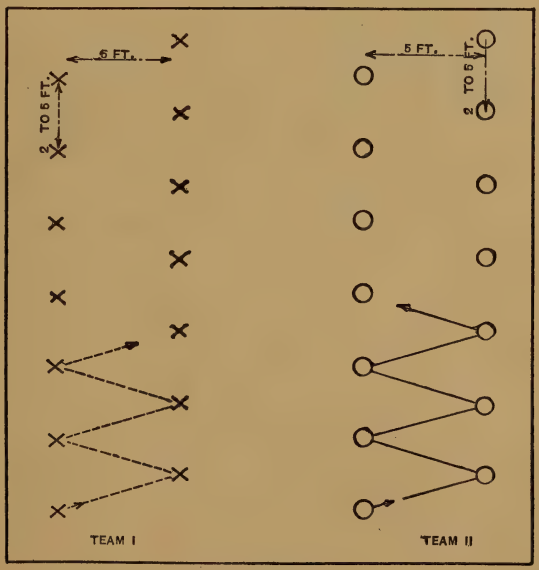
LINE ZIGZAG—I

20 to 100 players.

Playground; gymnasium; schoolroom.

Any ball; bean bag.

The players are divided into two or more groups which compete against each other. Each group is divided into two ranks, the

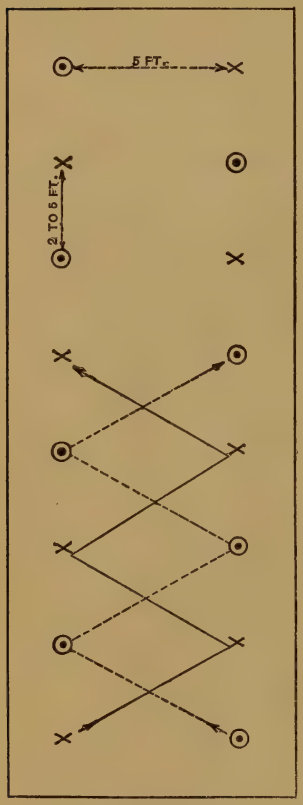


LINE ZIGZAG—I

players standing side by side, with a distance of from two to five feet between each two players. The ranks of a group face each other, with a distance of five feet between them. One rank should stand farther to the rear than its *vis-a-vis*, so that each player is opposite a space instead of a player.

The first player in one rank of each group has a ball. At a given signal this is thrown to the first player in the opposite rank. This player throws it quickly to the second player of the first rank, and so on in zigzag form to the end of the line, where the ball is immediately sent back again in the same way to the front. The group which first gets its ball back to the head wins.

When players have had a little practice with one ball, two or more should be used, the starters starting the second ball down the line as soon as the first ball has reached the third player. Where several balls are used in this way, the last player of the line must hold the balls until all are received before starting them on their return journey.



LINE ZIGZAG — II

LINE ZIGZAG — II

20 to 100 players.

Playground; gymnasium; schoolroom.

Any ball; bean bag.

In this form of zigzag ball the players are all in two ranks, which comprise two competing teams, rather than in groups of two ranks each, as in the preceding game. The players of one team alternate with the players of the opposing team in each of the two ranks. The balls will cross in starting and repeatedly thereafter unless one should outdistance the other.

The players form in two ranks which face each other, with five feet space between. The players in each rank should be from two to five feet apart. Each rank numbers off in twos, the first player of one rank starting with number "one," and the first player of the second rank starting with number "two." The players stand so as to face each other directly, instead of facing a space between the players of the opposite rank, as in the previous form of this game. This will bring a Number One facing a Number Two all the way down the ranks. If desired, the Numbers One may each tie a handkerchief on one arm to designate them, though this help to memory detracts much from the alertness demanded and cultivated by the game as well as from its sport, and may be dispensed with after players have become slightly familiar with the game.

The first player in each rank holds a ball. At a signal this is thrown to the first player of his own party in the opposite rank, who as quickly as possible throws it to the second player of his party in the rank from which he received it, etc.

For instance, the starter who belongs to the Number One team will throw to the first Number One player opposite him; this will be the second player in that rank. He, in turn, will throw to the second Number One player in the rank facing him; this will be the third player in that rank. In other words, the Number One party zigzags the ball between all of its members to the end of the line and back again to the front, and simultaneously the Number Two party does the same thing with another ball. The party wins whose ball first gets back to the front.

After some practice, more than one ball may be used, in which case the last player in each party will have to hold the balls until the last one is received before starting them on their return journey.

LINE ZIGZAG—III

(Double Zigzag)

20 to 100 players.

Playground; gymnasium; schoolroom.

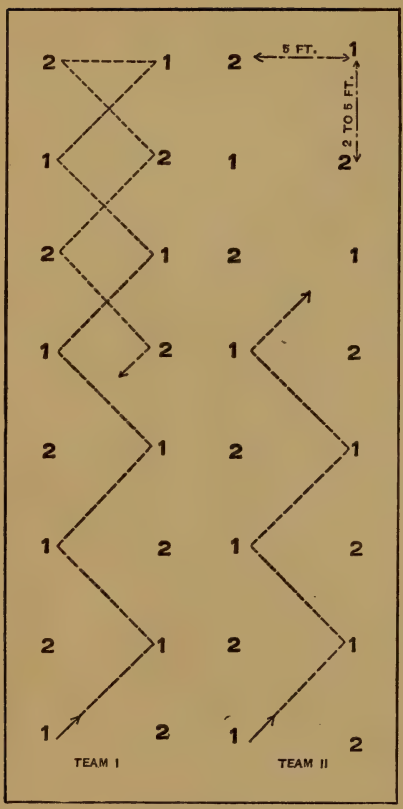
Any ball; bean bag.

This form of zigzag ball is a combination of the two previously described.

The players are divided into groups which compete against each other. Each group is divided in turn into two ranks which stand facing each other at a distance of five feet, the individual players being from two to five feet apart.

The players in each rank number off in twos, beginning at the head with different numbers, so that a Number One in each rank will stand opposite a Number Two in the opposite rank.

One or more balls are used and are thrown to alternate players, Numbers One throwing to each other all down the line, and the Numbers Two throwing to each other all the



LINE ZIGZAG — III

way back. There should be nothing to distinguish the players from one another, each being dependent on his own memory and alertness to know to whom he is to throw the ball and from whom he is to receive it. The particular success of this game lies in having a very considerable number of balls in play at once. In this form the balls do not have to accumulate at the foot of the lines before being returned to the head, as the last Number One player to receive the ball tosses it directly across to the last Number Two player, who begins at once to zigzag it up the line.

The group wins which first succeeds in getting all of its balls back to the head of the line.

ZIGZAG OVERHEAD TOSS

20 to 100 players.

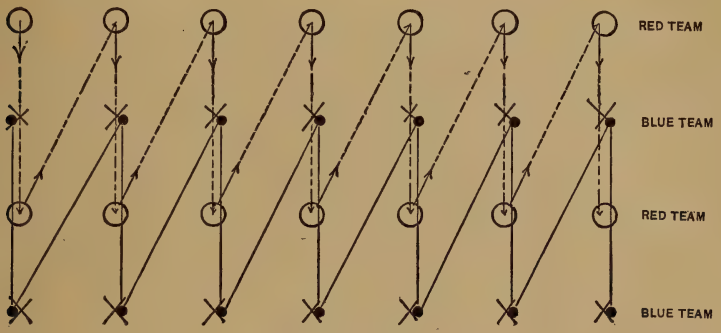
Playground; gymnasium; schoolroom.

Hand ball; basket ball; bean bag.

This game is a variation of Zigzag Ball, and is more difficult and interesting for older players. The players are divided into two parties, best distinguished by colors—say Red and Blue. The two parties stand in even ranks alternately about five feet apart; for instance, the Red party will form ranks one and three, and will play

together, facing each other, while the Blue party will form ranks two and four, which will face each other and play together.

The first player in each party has a ball which is put in play upon a signal by being tossed over the heads of the intervening rank to Number One in the other rank of his party. This player tosses the ball back to Number Two in the first rank, and so the ball is tossed in zigzag form from one player to another in ranks



ZIGZAG OVERHEAD TOSS

of the same color until it reaches the end of the line, when it is zigzagged back to the starting point in the same way. This is all done over the heads of an intervening rank of the opposite color. Simultaneously the competing team is playing in the same way.

The party wins which first gets the ball back to the starting point.

With a large number of players the number of ranks may be increased beyond four if desired.

This game may be made more interesting and require much more alertness on the part of the players by putting more balls into play. This may be done by the starters starting a second or more balls, tossing down the line as soon as a predecessor has reached the third player. When this is done, the game is won (*a*) by the party whose last player at the foot of the line is first to receive the last ball; or (*b*) the last player may accumulate the balls and return them to the front in reverse order, the party winning which first gets its last ball back to the original starter.

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GAMES FOR ELEMENTARY SCHOOLS

This grading of the games for schools indicates the lowest grade in which, on an average, a game is found to be suitable, its use being intended in any succeeding grade also. The so-called " quiet " games are not necessarily noiseless, but are distinguished from the games in which there is running or much moving around. Most of the quiet games are intended for schoolroom use, many of them for small groups that may assemble before the opening of a session.

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		Schoolroom Captain Ball	353
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8B. Eighth Year (second half), (13–14 *years old*).

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Japanese Crab Race	115		
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Master of the Ring	131		
Pass and Toss Relay (Double Line)	314		
Pig in a Hole	397	Prince of Paris	232
Stool Ball	406		
Tossing Wands	198		
Wand Race	202	Wand Race	202

GAMES FOR PLAYGROUNDS, GYMNASIUMS, AND LARGE NUMBERS

The term "playground" is here used to designate a general outdoor play space of liberal area. The open country or a village would be just as suitable for many of the games, though with few exceptions they may be played in limited territory. With the exception of the hide-and-seek games almost all are equally suitable for both playground and gymnasium. The list includes games for players from kindergarten age to adults, and for both large and small numbers. For games for players of different ages, see Index for Elementary and High Schools.

In the column indicating which games are suited to large numbers, the figures indicate the largest number with which the game may be well played. Still larger numbers of players may participate, but the group method is advisable for so many.

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Animal Chase	30+	46
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Baste the Bear	30+	49
Bear in the Pit	30+	50
Bird Catcher	60	52
Black and White	100	52
Black Tom	30+	54
Blind Bell	100	55
Blind Man's Buff	30+	55
Body Guard	30+	56
Bull in the Ring	30+	56
Bunch of Ivy	60+	57
Bung the Bucket	30	57
Buying a Lock	30+	58
Cat and Rat	30+	60
Catch and Pull Tug of War	100	60
Catch of Fish	30+	61
Catch the Cane	30+	62
Cavalry Drill	100	62
Centipede		63
Charley over the Water	30+	65
Chickadee-dee		65
Chicken Market		66
Chickidy Hand	30+	67
Chinese Chicken	30+	68
Chinese Wall	60+	68
Circle Race	30+	69
Circle Relay	60+	70
Clam Shell Combat	30	71
Club Snatch	60	72
Cock Stride		74
Cross Tag	30+	75
Crossing the Brook	60+	74
Do this, Do that	60+	75
Double Relay Races	100	76
Drop the Handkerchief	30+	80
Duck on a Rock	30+	81
Dumb-bell Tag	30+	83
Every Man in his Own Den	30+	83
Exchange	30+	84
Farmer is coming, The	30+	85
Fence Tag	30+	85
Fire on the Mountains	30+	86
Flowers and the Wind, The	30+	87
Follow Chase	30+	88
Follow the Leader	60+	89

	Large Numbers	Page
Forcing the City Gates	30+	89
Fortress	100	90
Fox and Geese	30+	92
Fox Trail, Double Rim	30+	93
Fox Trail, Single Rim		95
French Tag	60+	96
Frog in the Middle	30+	96
Garden Scamp	30+	97
Going to Jerusalem	60+	98
Good Morning	60+	99
Guess Who	30+	100
Gypsy		101
Hang Tag	100	101
Have you seen my Sheep?	30+	102
Hide and Seek		103
Hide the Thimble	60	104
High Windows	30+	104
Hill Dill	30+	105
Hip	30+	105
Home Tag	60+	106
Hopping Relay Race	100	106
Hound and Rabbit	60+	107
How Many Miles to Babylon?	100	108
Huckle, Buckle, Bean Stalk	60	109
Hunt, The	30+	110
Hunt the Fox	60+	110
Hunt the Slipper	30+	111
Indian Club Race	100	112
I say, "Stoop!"	60+	113
I Spy	30+	113
Jack be Nimble	60+	114
Jacob and Rachel	30+	115
Japanese Crab Race	60+	115
Japanese Tag	60+	116
Johnny Ride a Pony	60	116
Jumping Relay Race	60+	117
Jumping Rope — I (small single rope)	100	118
Jumping Rope — II (one large rope)	100	119
Jumping Rope — III (two large ropes)	100	121
Jumping Rope — IV (large and small ropes)		121
Jump the Shot	60+	122
Kaleidoscope	30+	122
Lady of the Land		123
Lame Fox and Chickens	30+	124
Last Couple Out	30+	125
Leader and Footer	60+	127
Leapfrog	100	127
Leapfrog Race	100+	129
Letting out the Doves	30+	129
Lost Child, The	30+	136
Master of the Ring	30+	131
Maze Tag	100	131
Menagerie	60+	132
Midnight	30+	133
Moon and Morning Stars	30+	133
Mother, may I go out to Play?		134
Mother, Mother, the Pot boils Over		135
My Lady's Toilet	30+	138
Numbers Change	30+	139
Odd Man's Cap	30+	140
Old Buzzard	30+	141
Old Woman from the Wood	60+	143
Oyster Shell	100	143
Par	30+	144
Partner Tag	100	145
Pebble Chase	30+	145
Pinch-o	30+	146
Pitch Pebble		147
Poison	30+	148
Poison Snake	30+	149
Pom Pom Pull-away	30+	149
Potato Race	100	151–2
Potato Shuttle Relay	100	154
Potato Spoon Race	60	155
Prisoner's Base	30+	157–161
Prisoner's Base — I	30+	157
Prisoner's Base — II	30+	158
Prisoner's Base — III	30+	159
Prisoner's Base — IV	30+	161
Prisoner's Base — V	30+	161
Puss in a Corner	30+	163
Puss in the Circle	30+	164
Railroad Train	100	164
Red Lion	30+	165
Relay Races	60–100	
All-up Relay		45
Circle Relay		70
Double Relay		76

	Large Numbers	Page
Potato Races		151–155
Shuttle Relay	100	173
Single Relay		175
Ring-a-lievio	30+	166
Ringmaster	60+	167
Robbers and Soldiers	100	168
Rolling Target	30	169
Round and Round went the Gallant Ship	30+	170
Run, Sheep, Run	30+	170
Saddle the Nag	30+	171
Sardines	30+	172
Seeking for Gold		234
Shadow Tag	60+	173
Shuttle Relay	100	173
Single Relay Race	100	175
Skin the Goat		176
Skyte the Bob		177
Slap Catch	30+	178
Slap Jack	30+	179
Slipper Slap	30+	179
Smuggling the Geg	30+	180
Spanish Fly	30+	182
Spans		183
Spin the Platter	30+	183
Spooning	30	184
Squirrel in Trees	100	185
Stage Coach	60+	185
Stake Guard	30+	186
Stealing Sticks	30+	188
Step	30+	188
Still Pond, No More Moving	30+	189
Stone	30+	190
Stoop Tag	60+	190
Sun Dial		190
Tag Games	60+	191
Ten Steps	30+	193
Thimble Ring	30+	194
Third Man	100	194
Third Slap	30+	195
Three Deep	60	196
Tommy Tiddler's Ground	30+	197
Tossing Wands	60+	198
Trades	60+	199
Tree Party	60	199
Triple Change	60+	200
Tug of War (*See* Catch and Pull Tug of War and Wand Tug of War; also *Contests for Two*, under "Feats and Forfeits.")		
Under the Cuckoo's Nest	30	201
Wand Race	30+	202
Wand Tug of War	100	203
Water Sprite	30+	203
Wee Bologna Man, The	60+	204
Whip Tag	30+	205
Who goes round my Stone Wall?	30+	206
Wolf	30+	208
Wood Tag	30+	209

Quiet Games

See Section on Quiet Games 215

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Draw a Bucket of Water	60+	263
Duck Dance, The	30+	264
Farmer in the Dell	30+	265
Hunting	60+	267
Itisket, Itasket	30+	268
Keep Moving	60+	270
King of France	60+	273
Kitty White	30+	274
Leaves are Green	60+	276
Let the Feet go Tramp	60+	276
London Bridge	30+	278
Looby Loo	60+	280
Muffin Man	30+	282
Mulberry Bush	60+	283
Nuts in May	60+	285
Oats, Peas, Beans	60	287
Round and Round the Village	30+	290
Snail	60+	292

BEAN BAG GAMES

	Large Numbers	Page
Bag Pile	100	303
Bean Bag Board	30+	304
Bean Bag Box		305
Bean Bag Circle Toss	30+	305
Bean Bag Ring Throw	60+	306
Criss-cross Goal	60+	307
Passing Race	100	312
Pass and Toss Relay (Single Line)	60	313
Pass and Toss Relay (Double Line)		314
Target Toss	60	315
Teacher and Class	60	316

GAMES FOR EITHER BALLS OR BEAN BAGS

All Run	30+	321
Arch Ball	100	323
Arch Goal Ball	60	321
Call Ball	30+	338
Center Catch Ball	30+	355
Circle Ball	60+	356
Club Bowls	60+	359
Center Club Bowls		355
Line Club Bowls (Single)		386
Line Club Bowls (Double)		385
Corner Spry	60+	360
Dodgeball	60+	363
Over and Under Relay	100	392
Overtake	60	393
Ring Call Ball	30+	399
Round Ball	60+	401
Zigzag Games	100	419
Circle Zigzag		419
Line Zigzag — I		421
Line Zigzag — II		422
Line Zigzag — III		423
Zigzag Overhead Toss		424

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All Run	30+	321
Arch Ball	100	321
Arch Goal Ball	100	323
Ball Chase		324
Balloon Ball		325
Balloon Goal	100	326
Ball Puss	30+	327
Ball Stand		328
Ball Tag		329
Basket Ball Distance Throw		329
Battle Ball		331
Bombardment	100	334
Boundary Ball	100	335
Bound Ball	30+	336
Call Ball	30+	338
Captain Ball — I		339
Captain Ball — II	60	341
Captain Ball — III (*See* Emperor Ball, Progressive Captain Ball.)	30+	344
Center Base	30+	354
Center Catch Ball	30+	355
Center Club Bowls	30+	355
Circle Ball	60+	356
Circle Club Bowls	60+	357
Circle Dodgeball	60	364
Circle Stride Ball	30+	358
Circle Zigzag (*see* Zigzag.)		419
Corner Ball	30+	359
Corner Spry	60	360
Crackabout	60	360
Curtain Ball	100	361
Dodgeball	60+	363
Double Corner Ball	100	370
Double Dodgeball	60	365
Drive Ball	30+	375

	Large Numbers	Page
Emperor Ball	30+	346
Fist Ball	30+	376
Football Tag	30+	379
Hand Ball Drill — I (Elementary)	100	380
Hand Ball Drill — II (Advanced)	100	381
Hand Football	30+	382
Line Ball	60	384
Line Club Bowls (Double)	60+	385
Line Club Bowls (Single)	60+	386
Line Zigzag		421–423
Mount Ball	100	387
Nine-court Basket Ball	60	388
Over and Under Relay	100	392
Overtake	60+	393
Pass Ball Relay	100	395
Pig in a Hole	60+	397
Progressive Captain Ball	100	349
Progressive Dodgeball		366
Ring Call Ball	30+	399
Roley Poley		399
Round Ball	60+	401
Russian Hole Ball		401
Spud	100	404
Square Ball	30+	404
Stool Ball		406
Stride Ball	100	407
Tether Ball		409
Three Holes		411
Toss Ball	60	412
Tree Ball		413
Volley Ball	30	413
Wall Ball Drill		416
War	60+	417
Zigzag Games		419
Circle Zigzag	60	419
Line Zigzag — I	100	421
Line Zigzag — II	100	422
Line Zigzag — III	100	423
Zigzag Overhead Toss	100	424

GAMES FOR BOYS' AND GIRLS' SUMMER CAMPS

The games in this list are selected with a view to suitableness for the open country, and to a wide range of ages which often are found in summer camps. The so-called "quiet" games are not necessarily noiseless, but are distinguished from active games in which the players move around.

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Buying a Lock	58
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Catch of Fish	61
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Chickidy Hand	67
Chinese Chicken	68
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Cock Stride	74
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HOUSE-PARTY AND COUNTRY-CLUB GAMES

The list of games offered under this heading is made with the realization that the guests for such conditions may include very young people and adults. No attempt is made to select appropriate games for either, the choice being left for the circumstances of any given occasion. While many of the games are for indoors, most of them may be played out of doors, and a few good chasing games for young people are included. An especial effort has been made to secure for this list games that utilize natural material, as leaves, grasses, trees, stones, etc., and some snow games are given for winter days. The so-called " quiet " games are not necessarily noiseless, but are distinguished from active games by the players not moving around.

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GAMES FOR CHILDREN'S PARTIES

The games in this list are mainly for children from four to ten or twelve years of age. They are suitable both for indoors and the lawn. While most of them call for only a mild form of exercise, a few of the more lively running games are included. The so-called quiet games are not necessarily noiseless, but are distinguished from active games in which the players move around.

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